

Official UK

ISSUE 83

PlayStation Magazine

FOOTIE FESTIVAL

- Pro Evolution Soccer
- Sven Challenge
- Sven Manager
- Alex Ferguson's Player Manager 2002
- Total Soccer
- Goal Of The Month

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The World's Best PlayStation Magazine

Official UK PlayStation Magazine

On the
cover

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April

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● Alone In The Dark: The New Nightmare

Playable

● Rollcage Stage II

Playable

● Metal Gear Solid: Special Missions

Playable

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Playable

● Muppet RaceMania

Playable

● Alfred Chicken

Playable

● Mr Driller

Playable

● Total Soccer

Playable

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● Haunted Maze

Playable

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Write to:

OPM, Future Publishing
30 Monmouth Street
Bath, BA1 2BW
Fax: 01225 732275
E-mail: opm@futurenet.co.uk
Text: 07764 175885

Team OPM

Editor: Richard Keith
Deputy editor: Scott Anthony
Art editor: Karl Jaques
Production editor: Claire Howlett
Games editor: Nick Ellis
Designer: Daniel Vincent
Staff writer: Mike Jenkins

Photography: Katherine Lane-Sims and Louise Broom
Contributors: Dave Jeffrey, Martin Moore, Ashley Young, Nadine Pittam, Alex Morss, Dan Curley, Aleric Linden, Al Bickham, Paul Fitzpatrick, Steve Faragher, Jonathan Palmer, Mark Mitchell, Adrian Lawton and Daniel Griffiths.

Senior editor: Mike Goldsmith
Group art editor: Ian Miller
Senior group editor: Steve Jarratt
Publisher: Rob Pegley
Group publisher: David Maher-Roberts
Managing director: Colin Morrison
Snr production co-ordinator: Duncan MacDonald
Group production director: Judith Green
Overseas licensing: Chris Power
Product manager: Beth Hardy
Group advertising manager: Jayne Caple
Advertising manager: Liz Dennys (Bath)
Deputy advertising manager: Lucy Owen (Bath)
Online advertising manager: Kelly Jenkins
Senior sales executive: Amy Hewitt
Sales executive: Laura Cullingworth (Bath)
Business development managers: Jo Wilmott and Neil Abraham (London)
Bath advertising: 01225 442244
Bath advertising fax: 01225 480325
London advertising: 0207 317 2600

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Non-executive chairman: Roger Parry
Chief executive: Greg Ingham
Chief operating officer & managing director UK: Colin Morrison
Group finance director: John Bowman

Tel: +44 1225 442244
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WATCH OUT!
"Where publishers think they can make a quick profit, they'll try and make a quick profit"



We love footie and we love playing footie games. And, this

being a World Cup year, publishers are sure that we – and you lot – will want to buy at least one football game.

Which means we should all be careful of getting ripped off. Where publishers think they can make a quick profit, they'll try and make a quick profit. Take *Pro Evolution Soccer* (p.40). This is an update of the best ever footie game, *ISS Pro Evolution Soccer 2*. But pretty much all Konami has done is update player names and changed some loading screens. So if you already have *ISS2* all you need to do is muck around with the player edit, close your eyes on the loading screens and you've got yourself £30 of new game! It's not right.

This is the sort of thing people expect from EA's *FIFA* series: dubious updates at extra cost. And *FIFA World Cup 2002* might be the same kind of con-trick. Shoot over to page 16 to have a look at how the game is coming along, but wait for the review before you buy it. Because it's only with reviews that you can be sure you're reading about the same game you're going to buy. That's when we see the finished code, the one that'll be in the shops.

So while we're excited about Sven's *World Cup* games (p.26), *Delta Force* (p.8), *Metal Slug X* (p.6), *Alex Ferguson's Player Manager* (p.14), *Formula One* (read The Hack on p.11) and all the other great games coming your way we do have one warning: we thought *Cubix* might be good... skip to p.44 to see for yourself...

RICHARD KEITH
EDITOR

Write and tell us what you think
Got something to say about the issue or PS1? Then send your thoughts, queries, rants and raves to:

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Tip the balance

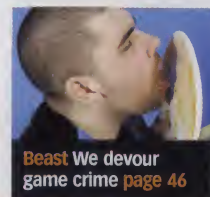
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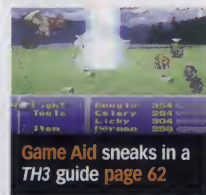


Beast We devour game crime page 46



Give games a socking

Solutions and secrets that sizzle



● **Top Tips.** We help you to beat *Alone In The Dark 4*, *Driver 2* and *c-12* with the big OPM hints stick page 62

● **Final Fantasy VI** Our essential new masterclass for Hironobu Sakaguchi's much-delayed epic page 66



FIFA World Cup 2002

Top football tournament action p.18

● **Goal!** We sneak a peek at all the new features in this great new game!

● **Talk!** The producers spill the beans on who they think'll win the World Cup! And tell us about the game...

● **Win!** 10,000 Euros (that's £6,500 in real money) could be yours if you're a bit bloody good at *FIFA 2002*



Not long now: Until World Cup fever begins

→ **BYTE BACK** We love your letters. C'ept for the crap ones which we chuck in the bin p.58 ● **COMPETITIONS** Top prizes on the extra large side. Yay! p.98



Win!

A huge stash of The Simpsons goodies, a TV and a DVD player! **p.98**
PLUS! The chance to bag 10,000 Euros (£6,500) by playing FIFA on **p.23**

PlayStation Magazine

⊗ Exclusive info ⊠ Expert tips

→ If you want to play games

A demo disc chocked full of gaming heavyweights and the rather spiffing Net Yaroze classic *Total Soccer*



- **Disc Inferno** from page 81. All this month's essential disc info
- **Rayman Rush** One limbless rabbit, some crazy platform racing and a hint of Gallic charm all boiled into this month's top demo. And a chance to win *Rayman* goodies, naturellement
- **Alone In The Dark 4** We'll stay behind the sofa while you try and crack this spooky adventure, if it's all the same to you. Plus, beat the demo and win your very own, er, statue

→ If you want to buy games...

Seven games head nervously to OPM's review chamber, not all will survive...



- **Panzer Front Bis** The long awaited follow-up to the best tank game ever. Can *Panzer Front* still do the Bis-ness? **page 32**
- **Pro Evolution Soccer** PS1's finest football series comes down with a touch of the FIFAs **page 40**
- **Cubix** The new TV series will be huge they tell us. But how about on PlayStation eh? Take a look **page 44**

→ So you think you can play...

If you fancy yourself as a bit of a player here's the place to prove it. Come and have a go!



- **Challenges** *Rayman Rush*, *Alone In The Dark 4*, *Rollcage Stage II*, *Metal Gear Solid: Special Missions*, *Star Trek: Invasion!* and the mighty *Total Soccer*. Are you gamer enough for them? From **page 81**
- **Other cool stuff** *The Goal Of The Month* and *Run Of The Month* competitions keep on trucking **page 93/94**



■ Somewhere in this very magazine is a secret compo. A prize awaits...



GLIMPSE OF THE FUTURE

A SNEAKY PEEK AT THE GAMES OF TOMORROW...

Metal Slug X



- Ⓐ ULTRA-ADDICTIVE SIDE-SCROLLING BLASTING ACTION
- Ⓢ PIXEL-PERFECT CONVERSION OF SNK COIN-OP
- ⓧ ENTERTAINING COMEDY TWO-PLAYER CARNAGE
- Ⓢ THE MOST RIDICULOUS POWER-UPS EVER



The late-lamented SNK was one of Japan's finest coding houses. True master of the coin-op art, it fashioned hyperactive hit-after-hit through the '90s. Now, one of its last PS1 titles, the classic side-scrolling run-and-gun shooter *Metal Slug X* is finally coming to the UK.

Featuring power-ups that make you grow a moustache and pile on the pounds, to foes that make you into mummies and guns that fire wild dogs at your enemies – *Metal Slug X* aims to inject a shot of originality into an old skool genre. Although as you'd expect the two-player American smash also features such staples of the genre as mean-as-you-like bosses, a veritable army of baddies and an array of vehicles which our heroes can climb in. Including a camel.

Yes it'll be shallow, yes it won't be huge, but as anyone whose blown their cash on an SNK machine before will testify – it'll be noisy relentless fun too.



War is hell. Well, it's meant to be. But your foes' expressions in MSX are ridiculous. It's so Monty Python



WHAT? Ace old skool side-scroller with humour

WHO? Coded by Japanese geniuses SNK – distributed by Virgin



“Power-ups that make you grow a moustache and pile on the pounds”



Tanks for everything. The bosses in MSX are certainly, er, boss. Sending the difficulty level through the roof!



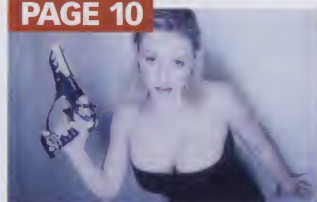
Headscarf Hunter

SNK's character art remains as heavily stylised as ever. Cartoon kids with big eyes and big guns? In droves...



IN THIS MONTH'S
NEWS-FEED...

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OPM'S ULTIMATE GAMING CONTEST

Take the first step to becoming a professional games player →

PAGE 11



DIGIMON

Digimon Rumble Arena enters the battle for a UK release →

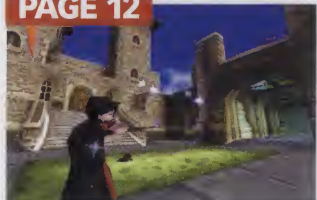
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PLANET OF THE APES

The long-awaited simian adventure is lined up for a summer release →

PAGE 12

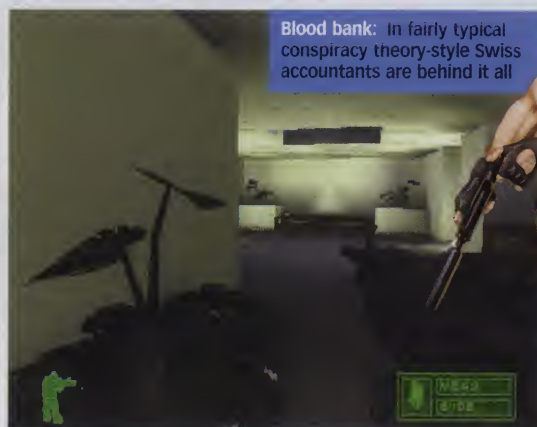


HARRY POTTER

The Chamber Of Secrets is sure to cast its spell on PS1 owners when it's released this Christmas →



Shooting off: Take aim first, ask questions later



Blood bank: In fairly typical conspiracy theory-style Swiss accountants are behind it all



SOLDIER, SOLDIER

Ⓐ WHEN JUNE Ⓢ WHO NOVALOGIC ✕ WHERE WWW.NOVALOGIC.CO.UK

EXCLUSIVE! Shhh! A crack team of US soldiers are sneaking PC-style blasting action onto PlayStation



PC conversions have a mixed history on PlayStation. For every *Quake II* there's been a *Hidden & Dangerous*. So when console newbies Novalogic turned up at OPM towers with *Delta Force: Urban Warrior* the first console instalment of the ever-popular PC series we were slightly dubious. And when they promised to show us a first-person shooter that seamlessly combined *Metal Gear*-style stealth with *Medal Of Honor* action, you'd forgive us for feeling a certain incredulity.

"We'll eat our hat if it's as good as they say," we muttered. And lo and behold, now our mouth has a soft and velvety taste to it. Because *Delta Force: Urban Warfare* is shaping up very promisingly indeed.

At its most basic *Delta Force* is a soldier sim. Accordingly, there is a plot (a paranoid American thing about a hardline Soviet splinter group rising up against the US of A – see every Tom Clancy book ever) there are 12 missions and, yes, there are even badly scripted cut-scenes. But *Delta Force* is all about destruction. Blowing lots of things up and blowing them up quickly. So expect stun guns, sniper rifles, remote-control mines, knives, machine guns, grenades, assault rifles and all manner and make of pistols and not subtlety.

But this arsenal would have been as nothing without 3D environments which keep their shape when the pace picks up and decent AI. Indeed, this is where FPSs on the PS1 have often come undone. Importantly then, Novalogic is looking to add some intelligent new features to the



Fear effect: *Delta Force* is as tension-filled as *MGS*

game environment that'll ensure *Delta Force* keeps your interest. For instance, you'll leave a blood trail if injured, alerting terrorists to your presence. And rather than rushing in like a team of badly trained A-team goons to attack, the terrorists will try to flank you, and even cover each other's sorties. Clever stuff.

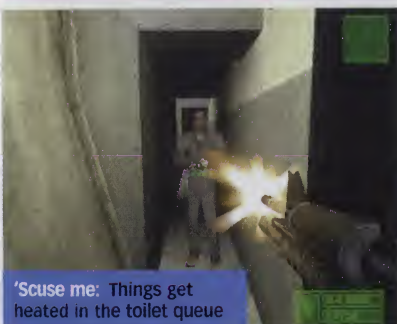
Add night combat, a variety of locales and weather effects and you realise that Novalogic has big ambitions for its PlayStation debut. Expect a full preview next month. @

"Novalogic has big ambitions for its PlayStation debut"

Eat this: Every good soldier packs a sniper rifle



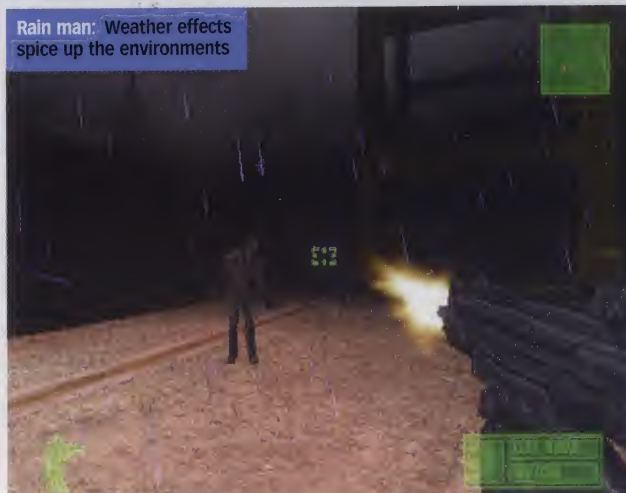
Lookin' good: Hide, seek and slaughter everything



'Scuse me: Things get heated in the toilet queue



Rain man: Weather effects spice up the environments



MISSION IN ACTION

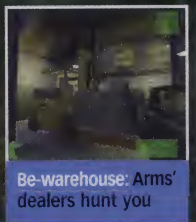
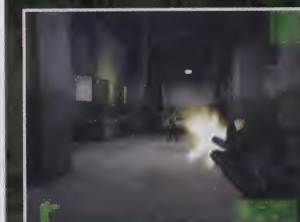
OPM 'CHUTES DOWN TO SEE HOW DELTA FORCE IS SHAPING UP...

Delta Force: Urban Warfare sets the US SAS wannabe's (the self-same Delta Force) on the trail of Red Mercury (ex-Soviet terrorists). Here is an exclusive sneak glimpse of the game's opening levels.

MISSION 1

Warehouse, Tijuana, Mexico

1. Forensics from a terrorist attack lead you to this suspicious warehouse in an isolated backwater of Mexico. We've got a baaad feelin' about this.
2. It quickly comes apparent that the hitherto innocent looking warehouse is full of unfriendly guards that are armed to the teeth...
3. And who prefers to shoot first and ask questions later. What's the betting a criminal mastermind is behind all this?



Be-warehouse: Arms' dealers hunt you

MISSION 2

Contact Intercept, Vancouver, Canada

1. It turns out there's some kind of meeting going down at the docks. Nice weather for an arm's dealer/terrorist tête-à-tête.
2. It takes judicious use of the sniper rifle and even a little stealth to make it into the hull of the ship safely. Now, where's this meeting going down?
3. But once you're discovered all hell breaks loose. It's The Usual Suspects all over again.



Red sea: Sneak aboard the ship



LOADING...
You Saw It Here First

OPM'S ULTIMATE GAMING CONTEST

Ⓐ WHEN NOW Ⓢ WHO YOU ⓧ WHERE HERE

CHALLENGE! Are you the UK's greatest gamer? Here's your chance to prove it!



Do you think of yourself as a prince among PlayStation owners? An OPM god of Olympian stature? Or are you just blimmin' good at playing games...

Whatever, if you're tired of trashing your baby-sister at *Tekken*, now's your chance to get involved in a real competition, with real prestige and tremendous prizes. Because OPM's Ultimate Gaming Contest 2002 is out to find the UK's best PlayStation gamer.

It's very simple. First you have to register with us using the form below. Then, get a load of friends together, organise a playing night at your local pub/college/school/workplace/funny farm and hold a tournament of *ISS/Pro Evolution Soccer*, *Tony Hawk's 2*, *Tekken 3* or *Gran Turismo 2*.

If approved, the winners of all your tournaments will be invited to our regional finals. And the winners of that will qualify for our national championship showdown. (Phew!) So what are you waiting for? Let the battle commence! Ⓢ

MEET

THE PROFESSIONALS

Amazingly, some people already earn their living playing games. You could join them!



Name: Fatal1ity

Twenty-year-old American, Fatal1ity (real name Johnathan Wendel) is currently the number one gamer in the Western world. He's earned over £100,000 in the past two seasons.



Name: Sujoy

Veteran Sujoy Roy is the most famous gamer this country has ever produced. And judging from his many appearances on TV and magazines, he's a bit of a media tart.



Name: Killcreek

Stevie Case (aka Killcreek) made her name as a pro gamer before being lured away from the circuit by famous games designer John Romero and, ahem, Playboy shoots.

YOUR CUT-OUT-AND-KEEP GUIDE TO KEEPING ON THE UGC STRAIGHT AND NARROW

- 1 Using the form on the right tells OPM where and when you're organising your event.
- 2 We'll mail you back with an information pack and a sheet on which to record your gaming performances on the evening.
- 3 The results will be printed in OPM and we'll invite the winners to the regional finals.
- 4 Fourteen gamers will be plucked from the regional heats to go forward to OPM's top-notch national final.
- 5 A gaming star is born. Maybe.

FANCY A JOB?

AS LUCK WOULD HAVE IT,
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Well, not us exactly. But Future Publishing, the people behind OPM (and other top mags including *Official PlayStation 2 Magazine*, *PSM2*, *PlayStation Max* and *GamesMaster*). So if you're one of the legion of OPM readers who has ever begged us for a job, now's your chance to shine.

If you fancy living the dream that is being a full-blown games journalist, and are over 18, send us a 250-word review of the last game you played (making sure to tell us the best secret you find) and send it, plus your name, address and a contact number to:

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Competition venue and full address:

Date and time of competition:

How many contestants are you expecting?:

Which game(s) will you be contesting?:



TO ENTER UGC RETURN THIS COUPON TO: 'I Am The Greatest', OPM, Future Publishing, 30 Monmouth Street, Bath BA1 2BW by 18 April 2002.

THE HACK

GOSSIP! Welcome back to the hottest news column in town. These whispers are so alive that if you put your ear to the page, you'll hear a pulse

➔ Back for more elitist news from the man who hears everything? Good to see you've got taste and a desire to know what's going down in PS1 town. This month, I enjoyed a tour of the country, setting up fake confession boxes in all the churches neighbouring the big publishing players. Little did those development fools know that it was not a priest sworn to secrecy on the other side of the confession screen, but I, The Hack! Ha ha ha, and I am sworn to tell you lot everything I hear.

A few months back a Sony mole let slip

"After the phenomenal *Super Bub*, join The Hack in hoping that the Net Yaroze lives forever"

that this season's F1 game was going to arrive in a whole new form, but he was too scared to say more in case Sony had him tied up, gagged and thrown into the cellar. After I guaranteed his safety by passing him a fully loaded revolver, he returned the



Utter madness! If Sony stops Net Yaroze kits, we'll never see the likes of *Super Bub* again!



Last year's formula: *Formula 1 2001* is getting more than a lively change for the 2002 season.

favour by letting slip more info. *F1* is not going to be a simulation, but an arcade game. With pick-ups aplenty and cute graphics to boot, it'll be more accessible and have less of the boring gear ratio nonsense. On the shelf mid-July, preview way before that.

For some reason, Sony is trying to stop the trading of Net Yaroze kits. As already reported, professional PS1 development kits have been floating around the black market much to Sony's horror, but now concerns have arisen about the learner programmer's favourite tool. Suggestions have been made

that this is due to the fact that you can play pirated games on them, but no statements have been made. After the phenomenal *Super Bub*, join The Hack in hoping that the Net Yaroze lives forever.

The future's looking bright for PS1 releases. A new London-based developer, Asylum Entertainment, has signed several contracts with some of the big boys to develop its PS1 titles. What the first wave of releases will be is still slightly out of The Hack's sight. Worry not, keep an eye on the news section and I'll bring you more info as I sniff it out.

That's your lot for now. I'm off to relieve the stress of the month by having a good long dump with my copy of the *Daily Sport*. Until another full circle of the moon, take care out there, you crazy kids. ●

INFO CANNON

KOCH ROCK
Following hard on the wheel treads of *USA Racer* (review page 38), German game gargantuan Koch has announced yet another game in the *Racer* series. The imaginatively-titled *London Racer 2* puckers up in May, comes with music supplied by Kiss FM and will retail at the luvverly-juberby price of £13. "Don't expect *Gran Turismo* though," warns Koch.



YOUR NAME'S NOT DOWN
Sheffield-based club Gatecrasher is planning a move onto PlayStation. The titan of all things trance is following the lead of rivals Ministry of Sound, who has already had several titles released through Ubi Soft. Super smashing great and indeed, banging.

GET READY TO RUMBLE!

Ⓐ WHEN 2002 Ⓑ WHO INFOGRADES Ⓒ WHERE WWW.DIGIMON.COM

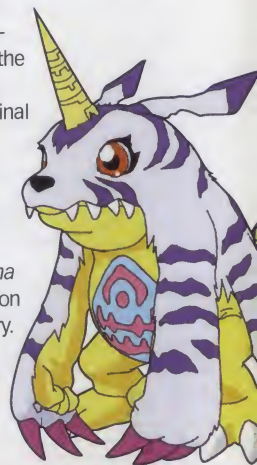
DIGIOLVE! More Digi-mental offerings on the way



Making its entry onto PS1 with fists-a-flyin' is the fourth *Digimon* game in the series, *Digimon Rumble Arena*.

A cartoon beat 'em up in the mould of Nintendo's *Super Smash Brothers* series, *DRA* sees you fighting through a story mode as one of 24 Digimon. Each man-o-man battle takes place in one of seven themed arenas (one is set in a mine that constantly revolves, for example) where collecting power-ups and generally beating ten bells of Digi-doo out of each other is the order of the day. Fight well and you'll evolve, with each battle preparing your Digi for a final showdown with Reapermon.

DRA promises simple arcade fun then, and with a two-player mode is bound to be an attractive proposition when it's released in the UK... and there's the rub. Because *Rumble Arena* joins a backlog of tasty-looking Digimon games awaiting release in this country. *Rumble Arena*, *Digimon World 2* and *Digimon Digital Card Battle* should all hit the UK soon. But no publisher is willing to confirm exactly when. You'll know when we know ☺



WHAT WOULD YOU do?

As Nina, assassin babe from Ireland, you've been duking it out with bad-hair-day Paul and are getting rather tired of being pummelled by his Burning Fist – you know, the one all the button bashers rely on. So you decide to try something different from the usual old *Tekken* tap-you-on-the-ankles move. Sure enough, the Burning Fist is being wound up again. Do you:



Ⓐ See the hit coming and go for the *femme fatal* approach of a sexy coy Block, then nut the big hair on the chin?.....

Ⓑ Seize the opportunity to Reverse the missing member of Village People by grabbing his arm for a stint of Chinese burning?.....

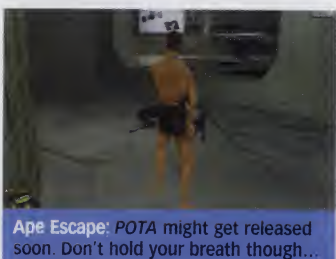


GOING APE

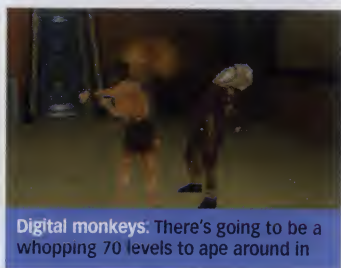
Ⓐ WHEN SUMMER 2002 Ⓢ WHO UBI SOFT Ⓧ WHERE WWW.UBISOFT.CO.UK

APE NEWS! At last! *Planet Of The Apes* set for release – two years late!

→ Ubi Soft's long-awaited licensed 3D adventure *Planet Of The Apes* looks to be finally limbering up for a PlayStation release. Visimare Studio's opus was first previewed in *OPM* way back in 1999, before succumbing to what can only be described as development hell. However, the simian starring title made a surprise reappearance on Ubi Soft's 2002 release list and now looks to be only months away.



Ape Escape: POTA might get released soon. Don't hold your breath though...



Digital monkeys: There's going to be a whopping 70 levels to ape around in

As previously reported, *Planet Of The Apes* consists of 70 levels that loosely follow the plot of Franklin J Schaffner's original 1968 film (rather than last year's disappointing Tim Burton remake).

POTA also offers a variety of playing modes (stealth and athletic sound particularly intriguing) and some fantastic baddies to blast when your brain needs a rest. POTA will be released in the summer unless it all goes Kong... more news next month Ⓢ

INFO CANNON

KICK OFF

Anco has confirmed that *Kick Off 2002*, the latest update in the classic soccer series, will hit PS1 later in the year. We've been told that not only is the PlayStation conversion as faithful as a hound, but it'll also retail for a bargain £10. The signing of the season, surely?



24 HOUR PARTY PEOPLE

Sony has announced details of 2 Converge, the first PlayStation 'lifestyle festival'. Taking place between the 4-6 May at Gunnersbury Park, West London this mother of all knees ups will feature DJs, games, extreme sports and bars. Tickets cost £18 and are available on 0115 934 8757.

CHAMBER POTT

Ⓐ WHEN XMAS 2002 Ⓢ WHO EA Ⓧ WHERE WWW.UK.EA.COM

FIRST NEWS! Magic! Harry P returns to PS1 in *The Chamber Of Secrets*

→ To the surprise of absolutely no-one, Sony Japan has announced that Harry Potter will be returning to PlayStation this Christmas. Entitled *Harry Potter And The Chamber Of Secrets* the second instalment of JK Rowling's opus is set to hit stores in December, to tie in with the second film.

Details are sketchy at the moment, but as the first game broke all existing sales records (and the PS1 *Harry Potter* bundle sold clean out) it's a safe bet that coding duties will remain with Brit super studio Argonaut.

Expect a formal announcement, first screenshots and more news in *OPM* very shortly. Ⓢ



Official UK PlayStation Magazine

TOP 10 GAME CHART

OPM's Top 10 Game Chart is compiled in association with **GAME**

CONSOLE WARS*

PLAYSTATION 1	34.4%
GAME BOY ADVANCE	11.4%
GAME BOY COLOUR	9.1%
DREAMCAST	2.3%

*% of monthly UK software sales

GAME £5 OFF VOUCHER

WHEN YOU SPEND £30 OR MORE ON ANY ONE PRODUCT IN A GAME STORE

- Subject to the terms and conditions listed below:
1. Valid against any one product costing £30 or more.
 2. This voucher is not exchangeable for cash and is non-recoverable.
 3. This voucher cannot be used in conjunction with any other offer or against 'sale' items.
 4. This voucher is valid from 22 March to 18 April, 2002.



5034410100758



1 MONSTERS, INC. SCARE ISLAND

Sony

NEW ENTRY: 1

OPM80 8/10



2 HARRY POTTER AND THE PHILOSOPHER'S STONE

EA

LAST MONTH: 1

OPM79 7/10



3 FIFA FOOTBALL 2002

EA

LAST MONTH: 2

OPM78 8/10



4 PRO EVOLUTION SOCCER

KONAMI

NEW ENTRY

OPM83 10/10



5 SCOOBY DOO AND THE CYBER CHASE

THQ

LAST MONTH: 3

OPM79 5/10



6 THE SIMPSONS WRESTLING

FOX

LAST MONTH: 4

OPM70 6/10



7 TONY HAWK'S PRO SKATER 3

ACTIVISION

LAST MONTH: 6

OPM79 8/10



8 WHO WANTS TO BE A MILLIONAIRE? 2

EIDOS

RE ENTRY

OPM77 3/10



9 THE ITALIAN JOB

SCI

LAST MONTH: 10

OPM75 8/10



10 POWER RANGERS: TIME FORCE

THQ

NEW ENTRY

OPM80 3/10

IT SHOULD BE A GAME

FANCY YOURSELF AS A TOP GAMES DESIGNER, EH? WRITE IN WITH YOUR ORIGINAL GAME IDEAS AND PROVE IT!

CRAZY TROLLEY RACERS BY ROBERT LITTLEMORE, LIVERPOOL

THE CONCEPT

Get ready for the race of your life as you burn past baked bean towers, slide along soft drink soaked aisles and cause chaos at the checkouts in *Crazy Trolley Racers*! You start with a rusty old cage pulled from the river and can progress to the glittering heights of a souped-up chrome plated GTI (Gran Trolley Injection).

THE PITCH

Forget the skill required to handle a WRC rally car, try driving one of these babies around. There are 20 different supermarkets to navigate and secret locations to unlock, such as the underground carpark and

the shopping mall. You can upgrade your trolley using parts from the local scrapyard. Gather speed by riding on the back axle or take out foes with the Trolley Spin Attack!

THE VERDICT

We've all done it at one time or another. There's nothing like



gliding down the aisle of the local Tesco, grinning as you narrowly avoid the cornflakes display. Turning this pastime into a game is the next logical step. There's even the possibility of a *Tony Hawk's*-style sequel to keep the publishers happy. If you could get Dale Winton to do the commentary we reckon you'd be on to a winner here Robert.

FROM THIS... TO THIS!

Want to see your game ideas brought to life? Send them to the address on page 4 and you could win a framed copy of OPM's version of your design!

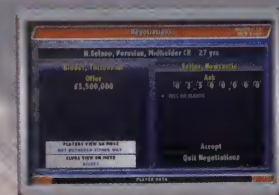


Alex Ferguson's PLAYER MANAGER 2002

Are you in the same league as Sir Alex?

From the most successful football manager of his time comes Alex Ferguson's Player Manager 2002. Using Sir Alex's wealth of tactical knowledge of the beautiful game, this latest in the Player Manager series is the ultimate in realistic and in-depth football management action.

- Total realism including agents, loan training and individual player coaching
- Fully updated clubs, players and kits for 2001-2002 season
- Powerful tactics designed with team and individual player instructions
- Comprehensive after match analysis



"This game captures the real essence of football management"
- Alex Ferguson





ALEX FERGUSON'S PLAYER MANAGER 2002

Words: Lee Hall/Richard Keith



With the Man Utd **supremo** about to unleash a new version of his impressive management sim on the world, *OPM* has gone undercover and unearthed these hand-written notes from the man himself* and then asked Anco founder and *Player Manager* creator Anil Gupta to explain what they mean.

*In this case 'the man himself' isn't Ferguson. It's *OPM*. They could be Fergie's notes. They're not, though.

1

Shopping: Buying and selling is all-important

"If I took over Manchester United I would immediately sell Beckham and many other players, not Giggs. Some managers will pay crazy prizes for Beckham, but I know you can find bargains out there. For the price of Beckham I can have two brilliant midfielders taking half the wage."

sell Beckham? From?

who are the best strikers? Cole? Yorke?
Sheringham? Scholes? Nistleroooy?

what about those loading times, then?

'High spirits' attribute? What does this mean for the team?

2

Partners: Great teams need complementary strikers

"It is crucial to find the right pair of strikers. Think of Keegan's Newcastle side. Andy Cole's great at finishing, and Peter Beardsley is a totally different player. You don't want players who play the same up front. So you want a passer who does not shoot so much to feed your main goalscorer."

3

Duties: Loading times have been reduced

"Loading times are still being worked on. Every time a game comes out you write about the loading times, which is unfair. We have managed to not have them all the time, but they do still occur. They're inevitable because we're pushing the machine to the limit."

4

Balance: Get the tactics right for the player's skills

"If you get a player with high spirit he will chase the ball. You don't want a central defender with high spirit and stamina because he is likely to leave gaps in the defence. Think of Philippe Albert for that Newcastle team (see 2, above). He would run after the ball and take it forward, giving too much space for the opponent's attackers to run riot."



ANIL GUPTA

Anil, the man behind Anco, the company that is making Alex Ferguson's and Sven-Göran Eriksson's *Challenge* and *Manager* games (see page 26) and *Kick Off 2002*. Anil started his career selling

games at Spectrum fairs. As a tech-wizard and coder he has a very hands-on role in Anco's, programming. He also has a talent for spotting young programmers, and making them into top developers.

5

Newcastle Airport Balance Sheet JANUARY 1992

BALANCE SHEET	
PROPERTY	
FIXED ASSETS	£ 0.00
CURRENT ASSETS	
STOCKS	
DEBTORS	
PREPAYMENTS	
CASH	£ 0.00
TOTAL	£ 0.00

EXPENDITURE	
PASSENGER SERVICES	
PASSENGER BAGGAGE	
FLIGHT SERVICES	
GATE SERVICES	
GATE SECURITY	
GATE EQUIPMENT	
CONTRACTS/TERMINALS	
EQUIPMENT IMPROVEMENTS	
STATION IMPROVEMENTS	
INFRASTRUCTURE	
TOTAL	£ 10.52

START BALANCE £ 0.00

Stal-tastic: Uncle Bobby says it isn't really like this

"We showed this game to Bobby Robson at Newcastle and he said, 'It doesn't work like that.' Leaving aside the stats – which means you have to work out how good a player is by looking at a spreadsheet – he said, 'The actual games aren't like that.' Yes, but if we had a totally realistic game of football it would be damn boring! So there's more action. If it was totally realistic it would not be worth watching."

Is this like real life?

- note to self, ask Bobby R

Who plays where? What does this new 'R', 'L' and 'C' stuff mean?

Must be better at running with the ball

And crossing for that matter

Always watch the games

What does Martin think about it?

What about next year. shall I retire?
Must ask the wife...

11

[illegible]

"I need to watch about six games to understand how my team is working together, and then I watch the scanner. The scanner is also useful when you want to see how your team settles in."

"I think we will make another Alex Ferguson's Player Manager game for PlayStation, because we could not squeeze any new features into this one without losing something from what we already have.

Perhaps we can do a version without lower league teams and give people a chance to experience an even deeper taste of management. It is difficult to fit in everything we would like to include."

[illegible]

"We have included a new feature which shows how good players are on each side of the pitch. If, for example, 'R' shows dark they are very confident on the right. If it shows light they are just competent there. If it does not appear at all, then they are poor on the right."



"We have improved considerably on the crossing this year. Now players are far better at reaching the dead-ball line and still being able to put in a good cross."

10

Newswire True Training **DATEBASE 20**
JULY 2001

Time	Source	Content
10 OCT 1995	AP	...
11 OCT 1995	AP	...
12 OCT 1995	AP	...
13 OCT 1995	AP	...
14 OCT 1995	AP	...
15 OCT 1995	AP	...
16 OCT 1995	AP	...
17 OCT 1995	AP	...
18 OCT 1995	AP	...
19 OCT 1995	AP	...
20 OCT 1995	AP	...

YOU MAY NOT NEED ANY TRAINING STAFF
 GO TO "LEAVE APPOINTMENTS"

**Train to win: Careful
 how much info you give!**

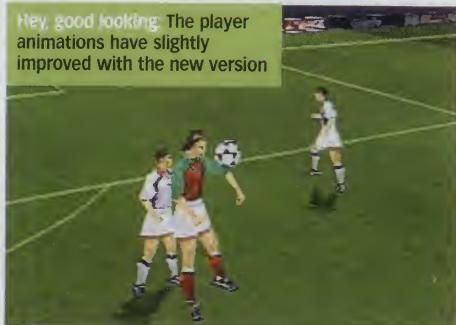
We showed the game to [Celtic manager] Martin O'Neill and he said his greatest problem was getting his players to concentrate on more than one thing in any one game. Players have enough trouble carrying out one instruction on the pitch!"



FEATURE

FIFA World Cup 2002

Hey, good looking: The player animations have slightly improved with the new version



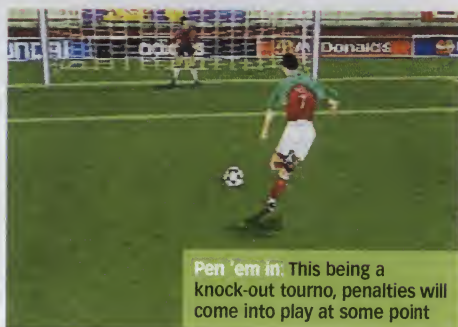
Rocking replay: See your World Cup-winning goals over and over



Team talk: All the World Cup's qualifiers will be in the game, plus a few more



Pen 'em in: This being a knock-out tourno, penalties will come into play at some point



Official
Exclusive!

The Whole World... IN YOUR HANDS



Words: Richard Keith

THE FACTS



RELEASE DATE **APRIL**

PUBLISHER **EA**

DEVELOPER **EA SPORTS**

NUMBER OF TIMES DAVID
BECKHAM'S HAIR WILL
CHANGE BEFORE THE
SWEDEN GAME: **4**

How to win the World Cup this summer – without shifting off the sofa



The greatest show on earth starts in just two months and *FIFA World Cup 2002* plans to be the next best thing to pulling

on an England kit and playing up front next to Michael Owen. And for Scottish, Welsh and Northern Irish readers, well it gives you plenty of opportunities to thrash the English...

Taking the redesigned engine that made up *FIFA Football 2002*, EA has fashioned a new game that enables you to be transported straight into Japan/Korea 2002. While there have been some changes to the game, what you essentially have is a rejigged *FIFA Football* with some of the kinks ironed out, some new features added and the best excuse for a football game ever... the blinking World Cup.

We popped over the Atlantic to see EA Sports' *FIFA* development team hard at work on *FIFA World Cup 2002* at their fantastic Vancouver base. The version we saw – and the one these shots are taken from – wasn't finished but was showing signs of being more than just an opportune cash-in on the greatest tournament in the world.

As you can see from England's glorious route to the final (what can we say, it's just the way it worked out!), the



development team has crafted on some nice changes, including a new 'star' system, better dribbling physics and some cracking music. The new passing model is still there and it should now be easier to spot passes and runs, especially when playing with unknown teams. ▶

"More than just a cash-in on the greatest tournament in the world"



GroupStage

Kicking off in style



→ Oh yes. This is what we've come for. It's June 2 and Sven has picked his team to take on the nation of his birth. Let's get it on

England vs Sweden

Time for the turnips to bite back



Right off you can spot one of FIFA World Cup's innovations. A handful of the world's best players have, instead of the usual arrow (as with Heskey on the right) a star above their bonce. So here a be-starred Beckham places a lovely pass to Heskey. The star system works much better for the more obscure teams, such as Senegal or Ecuador, where you usually don't know who the top players are. Spot that star over a striker's head and it's worth a pop on goal if you're in range.



1 Beckham has a star over his head, 'cos he's a star

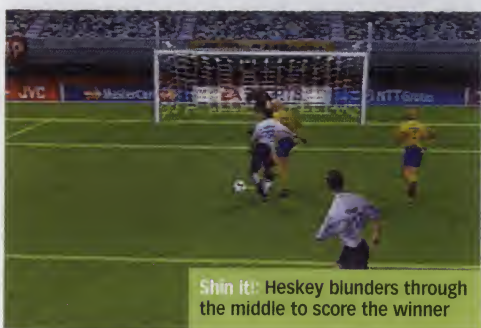
2 He slips the ball with style to Heskey, who has no star...

3 All clumsy Emile gets is a nice little arrow.

STARTING SMOOTHLY

→ Here we go, here we go, here we go. Heskey is clear through (below), nearly fluffs it but still manages to stick it in the onion bag. It's the winner! Player's individual control in FIFA World Cup has been refined from FIFA Football 2002 (see England V Denmark on page 20). That's

enough for England to squeeze through the crucial first game and sets us up for a cracker of a match against the Argies! You get the same draw as the real thing so not winning the group could mean meeting France in the next round.



Shin it! Heskey blunders through the middle to score the winner



You guys: Bill (left) and Scott are backing Euro teams for glory

THE PRODUCERS

FIFA PRODUCERS BILL HARRISON AND SCOTT NEILSON TALK TO OPM...



Franchise producer Bill might be Canadian,

but the man is footie mad. "I love soccer, sorry football," he told OPM. And, apt for FIFA's top man, it's goal-packed footie he loves best. "I'm a Spurs fan. I love the way they play. They're really entertaining, like when they went 3-0 up against Man U but lost 4-3, they might have lost the game but that was really exciting." As for his own skills, Bill says that when the FIFA team plays they usually stick him in goal these days!

And while he'll be backing England to win ("There's something about the chemistry of

the England team. Owen and Beckham...") he thinks France will be eating the big cheese come June 30.

PS1 producer Scott is backing Denmark for the Cup, the land of his forefathers. He also professed a soft spot for England but thinks the Argies will pip them to the title.

He pinpoints the change in dribbling as the key difference to FIFA 2002: "The ball physics has been refined and is much more realistic now. You get less control of the ball. We are really trying to give you the experience of each individual player [as he says this, Heskey stabs one off his shin and falls over, proving the point!]"

TEAMWORK

WHAT ABOUT WALES, SCOTLAND, NORTHERN IRELAND AND...?

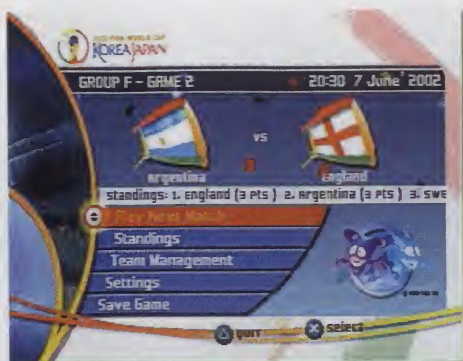


Only 32 teams reached the final stages of the World Cup. That left a few really good sides – Holland, for instance – out in the cold. That doesn't mean that you

can't take them to the ultimate title, though. Because eight extra teams are on the FIFA World Cup 2002 roster (not to mention any 'hidden' teams that you might be able to unlock). EA hasn't made up its mind about which teams will be there but you can be pretty sure the Dutch and the UK sides will make an appearance.

THAT TROUBLESOME LEFT SIDE

→ You've picked your side – but who plays on the left? The default in the early version we played had McManaman but here we start with Barmby out there. It isn't working so off he comes to be replaced by the erratic Macca. Will it work? Seems to as Scholes poaches one and it's two-out-of-two for England.



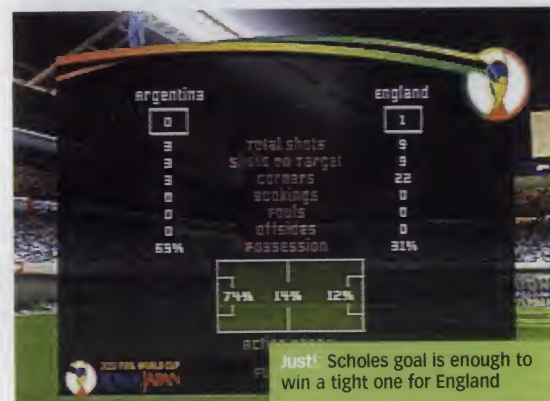
→ The Hand Of God, the Boot Of Becks... we've got to put this one to bed. They might be the best but we can do 'em

England vs Argentina

Beckham gets revenge



The passing model has been kept from FIFA Football 2002. So you have to be facing in the right direction and use \otimes to ease up the power (using the power bar across the bottom of the screen) and then release the ball. This means you can play the ball into space (in the old FIFA you just pressed \otimes to put it to people's feet all the time). Here our Mr Heskey tries to drop the ball back to Ashley Cole but misses his pass, forcing Cole to sprint back to save the day.



1 Putting the ball in space can lead to trouble when you're defending

2 Heskey tries to pick out a back pass to Ashley Cole...

3 Cole has to chase down Emile's wayward pass to save the day



→ With two wins under their belts, it's time for England to let loose...

England vs Nigeria

Win the game, win the group



Goals are harder to come by in the new FIFA. If you've learned your trade on old FIFAs – rather than FIFA Football 2002 which used the same engine as World Cup – this can be a little frustrating, but it makes for more realistic, and tense, games. But it also means that the game has more longevity, because the more you play it the easier it

becomes to score goals (a simple formula that the old FIFA used to ignore a little too much for our tastes). Below, Owen pounces on a defensive mistake and slots the opening goal. past a – frankly – rubbish Nigeria keeper. And then the flood gates are well and truly open.

With three wins out of three, England march into the knockout stage. If only it could really be as simple as this...



Knockoutstage

Now it gets interesting

In *FIFA World Cup 2002*, you don't necessarily always play the team you'd think would come through the group stages. To make things more interesting you'll meet different teams on different days.

MUSIC OF MY MIND

IT IS GOING TO BE EMOTIONAL



One thing that is obviously different about FIFA

World Cup to any of its predecessors is the in-game music. Rather than Robbie Williams belting one out, or assorted Ministry Of Sound-style beats ramping up the action, there's an original and uplifting classical music-style soundtrack. The tune has

been especially scored for the game and will be recorded by the Vancouver Symphony Orchestra. FIFA franchise producer Bill Harrison says, "The music should evoke your emotions. We wanted to get over the importance of the World Cup, to give players a different experience. The World Cup is incredibly exciting and we wanted the music to portray that as well."

OPEN SESAME

WINNING IS REASON ENOUGH IN ITSELF, OBVIOUSLY, BUT IT'S NICE WHEN YOU GET STUFF TOO



Winning the World Cup is the pinnacle for any footballer. It's also the point of picking up and playing a World Cup game in the first place. But unlike the players you

don't get to run around in front of millions holding the Cup aloft. And for us gamers, telling the lasses that we've won the World Cup rings a little hollow and gets you nowhere (just ask Nellis...).

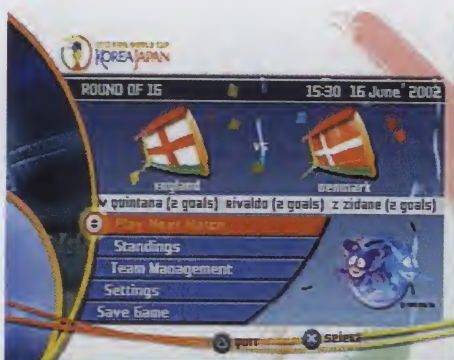
So developers usually add a little hidden surprise or two for winning stuff in footie games. *FIFA World Cup 2002* should be no different. Bill and Scott (see The Producers on page 18) were tight-lipped about what the treats would be but did say there "was every likelihood" that there'd be classic teams and the like to unlock.



1 Player control has been made a little more realistic

2 Less skilful players can lose the ball as they try and run with it

3 But our boy Gerrard has no problems cutting through



→ Winning the group gives you a much better draw, avoiding France in this case. Bring on the Danes

SECOND ROUND

England vs Denmark

Viking, shmiking



One of the big changes EA has made to the FIFA model is player control. Rather than have the ball stuck to their feet, players knock it in front of them as they dribble.

So a lot depends on how good your player is. If you've got a plank like Neville or Vivas with the ball, he'll soon shin it too far and the opposition will pick it up. But with a star player, such as Beckham or Veron, your control is much tighter.

FISHING WITH CHIPS

→ Scoring goals can be tough, but one of the best ways to finish is to race in on the keeper and chip him as he comes out at you. Here Owen uses this pace to get past the defence and then waits for the keeper to act before deftly touching it over him with a quick press of **○** to put the finishing touch, so to speak, to a cracking 3-1 victory for the boys in white.



It's there! Owen knows he's scored before he takes a tumble



Lightly does it: Scoring this way takes a little subtlety...



SCORE ONE MORE



- 1 With the score still level, Japan break through down the left
- 2 Neville tries to cover Cole but goes in a little clumsily...
- 3 Oh dear, it's a straight red and England are down to ten men

→ Once you get the hang of using **△** and **□** to swing the ball your goal-to-shot ration goes up, especially against human opponents. Get used to swinging the ball into the corners. It's not always this easy, mind, as the games certainly seem to get harder the further you progress through the tournament. We're rocking here and Japan get a tonking.



→ The Japanese have delighted the nation by reaching the quarters. It's definitely time to put a stop to that...

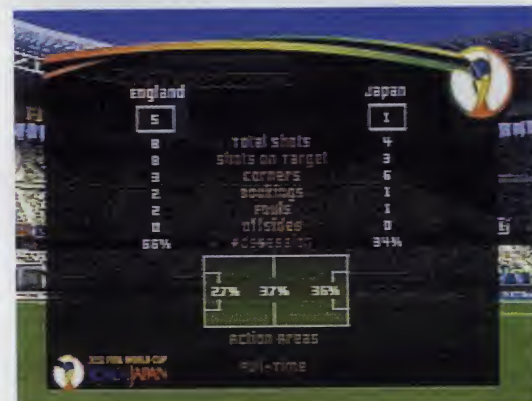
QUARTER FINALS

England vs Japan

Home advantage



The more realistic engine on the modern FIFA (aka FIFA 2002 and World Cup) also uses more realistic refereeing decisions. Gone are the days when almost all mistimed tackles ended with a red card. But if you insist on the sliding tackle, you will fall foul of the man in black on occasion, as Neville does here. As with most things in FIFA, you can set the ref's level of harshness in options.



SEMI FINALS

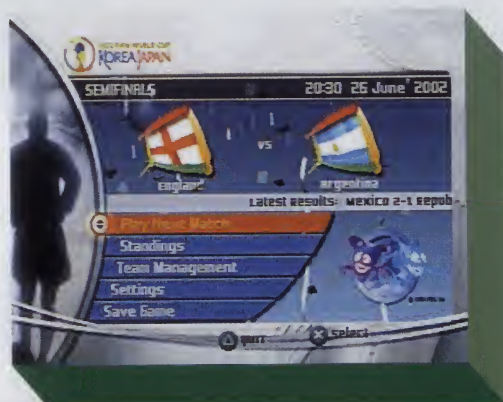
England vs Argentina

They're back for more

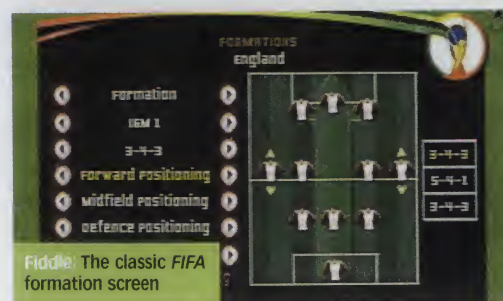


There are loads of customisable things in FIFA World Cup 2002. From camera angles (not just set types, either, you can fiddle with the height and positioning of all of them) to player positions, from the passing system (turn it off if you want a more old skool FIFA feel) to in-game tactics. Here we decide to play three at the back to nullify the Argies' dangerous attack.

And as you can see (right) it works – with the help of a penalty shoot-out. And England have seen off the semi-final penalty hoodoo that has plagued them since 1966. If this really happened the country would be going crazy. Scotland, Wales and Ireland would, on the other hand, be refusing to turn on the TV, or read English-based newspapers. The great things about videogames is that this happens all the time. Only instead of Wales etc, it's your mates who have to suffer as you crow for England over your exploits.



→ Having knocked out France and Brazil, Argentina deserve another crack at England



Fiddle: The classic FIFA formation screen

TO THE WIRE

→ As in the real thing, games have to be decided on the night. So you get extra time and penalties if no one can break the deadlock. Here the Argies get a late equaliser but for once England's nerve holds in the shoot-out.



Finally: Right the wrongs of real life by making England good at pens



Knockoutstage

Now it gets *really* interesting



→ **We've done it!** We've got England to the World Cup Final for the first time since 1966. And all we have to do is beat Mexico to win the whole darn thing

THE FINAL

England vs Mexico

Are we dreaming?



This is a final and you should at this point have picked up all you need to know. You'll know your star players, and you should know who plays where. You might even have an inkling of what it feels like to play in a World Cup. What you can't do, though, is expect to win just because it's Mexico. This is a final, after all, and they'll be raising their game. Nice goal (below).

GLORY, GLORY DAYS

→ We've learned quite a few things playing this early version of the game and falling behind to an early strike is nothing to get worried about. Using our star players (Owen, Beckham, Campbell et al) we play that ball around, using our strengths of passing accuracy and speed (Owen is really, really fast). The

equaliser is a long range effort from Beckham, with plenty of swerve and power that just evades the keeper's dive. The winner is a well-worked England classic in the dying minutes. Scholes spots Owen's run and slips a ball into his path and from then on it's all about pace as he outsprints the pack with Ⓐ and fires home with Ⓢ.



Boy wonder: Owen seals a great victory for England



1 With Neville still missing England are a bit frail

2 And Blanco is allowed to sneak through and has a pop

3 It's just too good for our Dave, that'll be plenty of Ⓢ swing going on

WE ARE THE CHAMPIONS!

→ **This is what it's all about.** Winning the thing. But unlike if this happens for real on June 30, we get to do it all over again. And not just with England, now it's time to give Costa Rica a go, or Croatia, or Senegal perhaps...

Winning the main tournament should also open up other teams for you to play as. While EA is being tight-tipped about

that at the moment (see Open Sesame on page 20) you can be pretty sure that you get more than just watching your virtual team running around the Yokohama Stadium waving a virtual cup. If not, there may be some longevity problems with *FIFA World Cup 2002*. Check out next month's review for the full low-down on this.



Dreaming: Yes it can really happen. In fact, even Scotland can win...



WIN! 10,000euros!

OPM IS GIVING YOU THE CHANCE TO WIN THE WORLD CUP AND POCKET OVER £6,500 IN PRIZE MONEY!



The World Cup Virtual Challenge, to be held in April, will pit 64 tip-

top FIFA gamers from around world in a World Cup-style tournament to find who is the Virtual World Champion.

The event will be held at the first ever custom-built

virtual stadium, being created right now at Pinewood Studios – the home of the James Bond films just outside London.

To qualify as OPM's entrant into the Virtual Challenge you need to prove that you're good enough not just to enter this tournament but to win it! To do this you're going to have to strut your stuff on *FIFA Football*

2002 – which uses a very similar engine to *FIFA World Cup 2002*. Playing as **San Marino** you have to put as many goals as you can past **Argentina**. Not an easy task.

To be in with a chance of winning you must be free on Thursday, April 18 and your entry **MUST REACH THE OFFICE BY FRIDAY, APRIL 5.**



This version: Play FIFA Football 2002 and you could win pots of cash


RULES OF PLAY

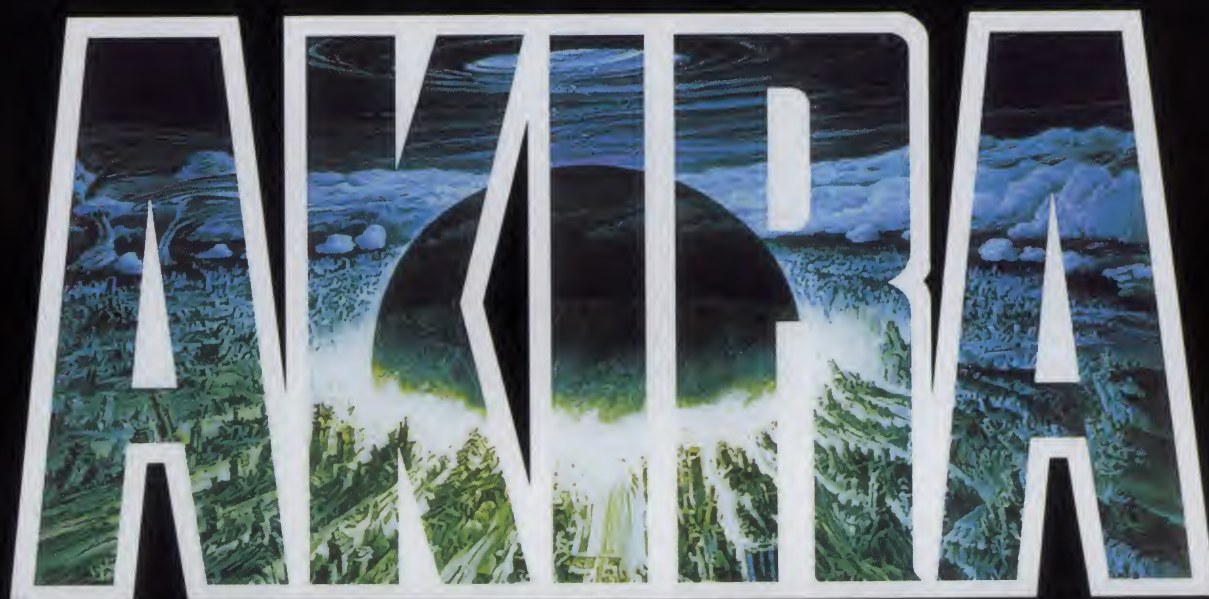
You must abide by these rules:
Use *FIFA Football 2002*.
Only goals scored in normal play count (no extra time or penalties).
In-game options (check the settings) are as follows:
Four-minute halves
Three substitutions
Fatigue on
Select Play Now and pick San

Marino (UEFA) and Argentina (CONMEBOL)
You must play as San Marino and the CPU as Argentina.
You must video not only the game, but the setting up process so we can see you are using the right options (see page 95 for details on how to video your game).

Send your entries to: World Cup Compo, OPM, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.
Entries must be clearly marked with goals scored on the videotape and they must reach the office by Friday, April 5.

No employee of Future Publishing, Electronic Arts or affiliated companies can enter.
Usual rules apply (see page 99)

The power will be unleashed on  March 18th 2002. Available to buy on DVD now at **WOOLWORTHS**





IF YOU DIE, SHE DIES. IF SHE DIES, YOU DIE.

You are Ico, banished inside the evil Queen's castle alongside the beautiful princess. Her fate is in your hands.
If you are to find magical portals, escape routes and evade enslaved spirits you must work together. Trust is the key.



uk.playstation.com



PlayStation 2
THE THIRD PLACE

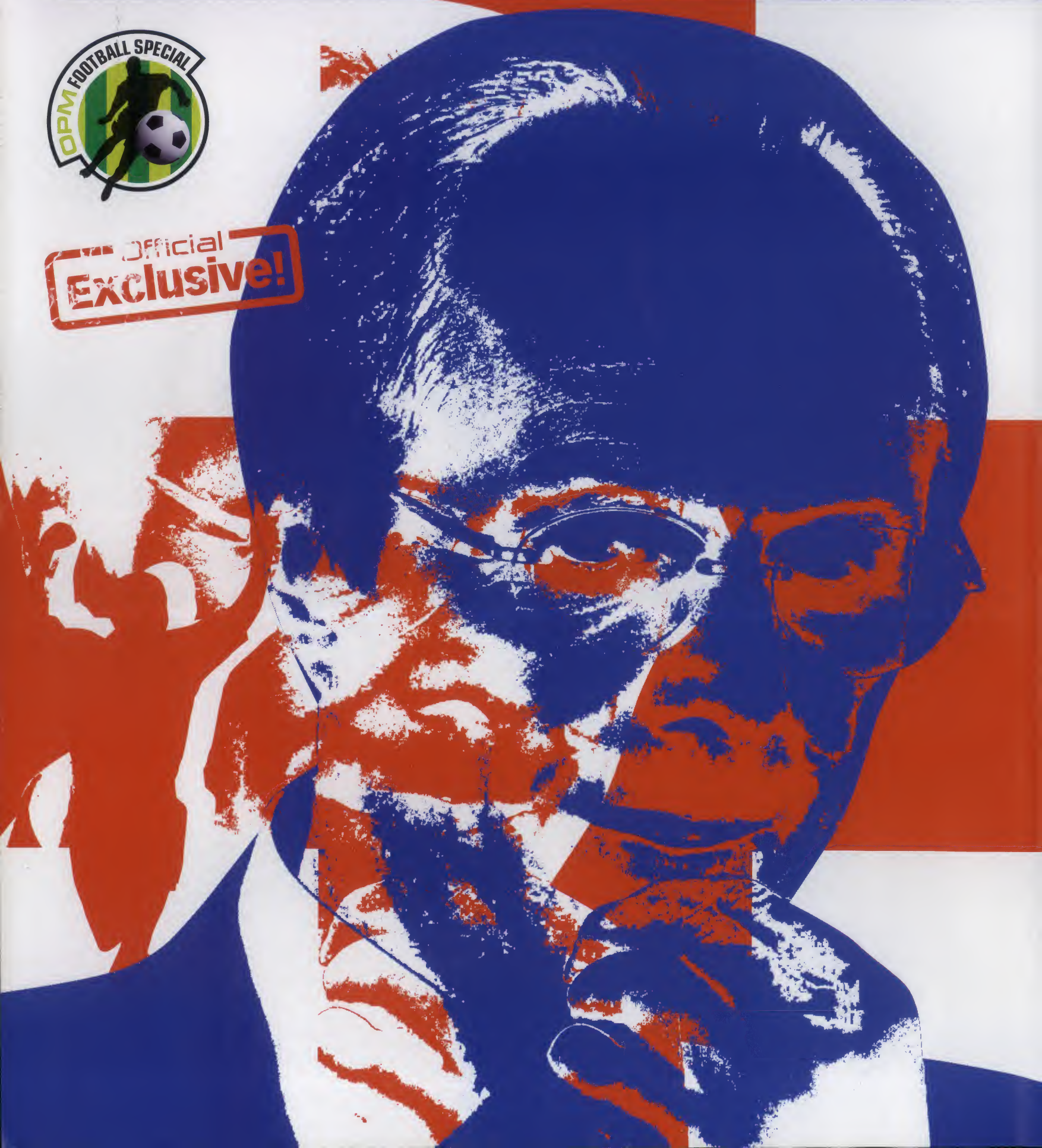


PREVIEW SPECIAL

Sven-Göran Eriksson's World Cup Challenge

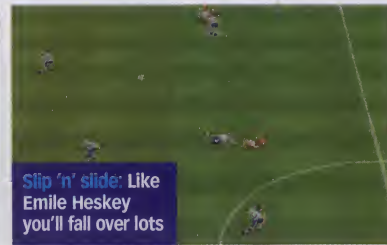


Official
Exclusive!





Men in black: The refs delight in whistle-blowing



Slip 'n' slide: Like Emile Heskey you'll fall over lots

SVEN-GÖRAN ERIKSSON'S WORLD CUP CHALLENGE

Fast and furious, could **Sven's** arcade game be the one to finally out-muscle *ISS* and grab *FIFA* by the 'nads?

THE FACTS

RELEASE DATE **MAY**
PUBLISHER **3DO**
DEVELOPER **ANCO**
AGE RATING **NONE**
PLAYERS **ONE TO FOUR**
MORE
WWW.ANCO.CO.UK



Footie on PlayStation is missing something. Sure you've got the superlative atmospheric experience of *FIFA*. You've got the

often confusing and messy reality of *Libero Grande*. And you've got the wonders of the continental passing game with *ISS/Pro Evolution Soccer*. But there's nothing that really gets remotely close to the blood and thunder thrill of the British game.

Until now that is. Because with *Sven-Göran Eriksson's World Cup Challenge*, British footie specialist Anco is aiming to produce the most frantic football experience that our console has ever witnessed. Expect long balls, last ditch tackles and high elbows aplenty. So

much for the World Cup being a festival of football.

Fans of Anco will recognise much in the nearly-3D world of *Sven's World Cup Challenge* that is similar to its ancient top-down classic *Kick Off 2*. (A derivative of which – *Total Soccer* – you can and should play on this month's disc.) And like *Kick Off 2*, *Sven's Challenge* plays at an absurd pinball-table pace and uses the same simplistic control mechanism. It's one-dimensional but addictive.

In theory, mastering *Sven's World Cup Challenge* should be easy as you use just one button (ⓧ) to kick, head and trap the ball. The reality is somewhat different. Learn and master *FIFA's* controls and you've all but beaten the game. Whereas pulling off an

overhead volley in *Sven's World Cup Challenge* demands the sort of timing you usually associate with a Swiss watch. Controlling the ball in *Sven's Challenge* is also uniquely tough, and don't get us started on how difficult it is to perform turns without your player wandering off in a completely different direction to the ball. True, you can add aftertouch to your passes, and once you've perfected Beckham-esque swerving cross-shots you're well on your way to success. But make no mistake, *Sven's World Cup Challenge* is an unusually tricky title.

Still, *Sven's Challenge* presents you with several scenarios to suit your patience. It's entirely up to you whether you want to play through qualifiers or begin at the tournament proper. There's also a cup designer that will allow you to create your own tournaments from scratch using random teams. And if this wasn't enough, you can even play

Sven-Göran Eriksson's World Cup Manager



As well as the arcade thrills of World Cup Challenge, Sven's also putting his name to a new management game. *World Cup Manager* pits you in the England hot seat just days before the first qualifiers start.

The game starts with you picking out the 60 most promising players in Britain and then over the course of the qualifiers whittling them down to your final 23.

Unlike most management games then, the focus is on training and team building and it'll be down to you to sort the players who can make it at the top from the Andy Coles.

World Cup Manager represents a nice twist on the usual day-to-day drudgery of management titles and if they can avoid the mammoth loading times that seem to bedevil the genre, it'll be a huge hit. Expect a full preview next issue.

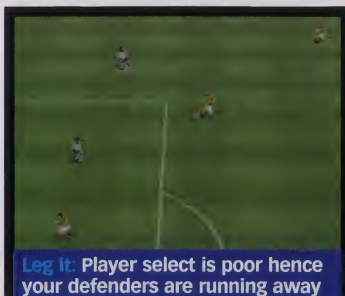


PREVIEW SPECIAL

Sven-Göran Eriksson's World Cup Challenge

QUICKBREAK

Sven himself has said that most goals come from long punts forward. Coming all over like an IKEA Graham Taylor, in fact. But to be fair, testing the keeper with a powerful shot from distance, then trying to poach the rebound is a more than workable tactic.



Leg it: Player select is poor hence your defenders are running away

HEAD

Heading the ball is all a matter of timing. Hit ⊗ at the right time and you'll gracefully power the ball into the net. Get it wrong and you'll come over all Akinbiyi.

VOLLEY

Critics are always blasting Sunderland for their one-dimensional "Niall Quinn flicks it on, Phillips volleys it in" attacking style. But in *Sven's World Cup Challenge*, it works, it *really* works.



Off the Mark: Only OPM can volley like Van Basten. We're Dutch masters

Get stuck in: Forget the subtle pass and move of ISS, *Sven's Challenge* is all about frantic action. And there are a million ways to pepper your opponent's goal...

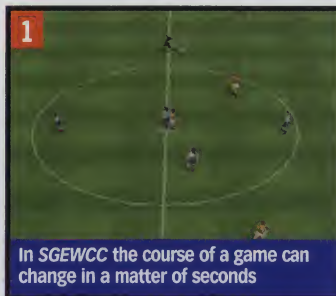
BUILD UP

Although you won't master it easily, with practice and patience you'll be able to pull off the sort of relentless attacking passing that characterises Arsene Wenger's Arsenal.



⊗ Midfield Generals

If you can control the middle of the park, you can boss the game. We show you how, and how not to



1 In *SGEWCC* the course of a game can change in a matter of seconds



2 Get the midfielders' positioning right and they'll flick the ball on to your strikers



3 It's more likely your opponents will bring the ball down though



4 Alternatively, it's all too easy to mess things up totally, à la Blanc. 1-0 down

through one of several classic games plucked from the competition's past.

'Realistic' options aside, *Sven's Challenge* is an old skool arcade game at heart. Much more Football: The Game, than Football: The Beautiful Game. Its success and longevity will almost certainly depend on how the multiplayer

modes work out. But here *Sven* looks promising, as Anco has included a handicap system to even up mis-matches among mates.

Unpredictable, fast and furious. *Sven's WCC* is football all right – but assuredly not as we've known it for some time.

● Scott Anthony

ADVANCE WARNING!

+ POINTS

- The fastest football on PS1
- Madly addictive
- Old skool kicks

- POINTS

- Unforgiving controls
- One dimensional
- A bit long in the tooth?

OFFICIAL PREDICTION

Kick Off aficionados will love it. Everyone else will stick to ISS

RELEASE DATE: MAY
PUBLISHER: UBI SOFT
DEVELOPER: UBI SOFT
MORE: WWW.UBISOFT.CO.UK

INCOMING
caring/cute/wrinkled/alien/poo-alike Play It Soon



ET: Interplanetary Mission

BT's fave extra-terrestrial is about to make the PS1 his home...

BAD KARMA

Being an all round good guy, ET can't actually hurt anything. So, as defeating the bad guys is out of the question, you just have to work out how to get past them. Considering that our favourite alien friend is also pretty slow this takes some ingenuity.



Macy Grey: The weaker ET gets the lighter colour he goes

TAKE ME HIGHER

One of ET's most useful powers is telekinesis. It enables you to manipulate and reorder the environment without putting ET in any danger. You also get to play around with the little alien's heart pulse (which can stun enemies), and his famous glowing finger which you can use to bring dead flowers into bloom. Ahhh...



Lift off: Mastering ET's mind power is crucial to puzzle-solving

BRAIN STRAIN

The puzzles in this early version of ET are rarely brain scratching. Many revolve around the 'take object A to point B via gate C' dynamic so beloved of game developers everywhere. Unusually, though, many of the keys/objects that you need are *alive* and you have to catch them before they are any use to you. Not easy.



Surreally good: Instead of keys use these beasts to open doors



In his day, ET was bigger than *Pokémon*, *Pop Idol* and Pringles. But that was 20 years ago,

and now, as ET is re-released in the cinema as part of the anniversary celebrations, Ubi Soft has to convince us that he matters again.

As it turns out, the Parisian publishing house has set Spielberg's alien loose on a weird 3D puzzling environment. Each stage of the game sets the tiny extra-terrestrial some planet saving task. Things are never that simple, of course. There are obstacles to be navigated, head-scratching puzzles

and a fair bit of adventuring too.

To make matters more interesting there's a selection of bizarre villains out to get him. Couple these with the unusual moves (see Take Me Higher) and it's no exaggeration to say that the game has an authentically alien flavour.

On a slight negative note, the game doesn't seem the biggest and the early version we saw fails to endow ET with his trademark cuteness, which will surely be crucial to the title's appeal. We're hoping though, that Ubi can smooth the way for ET's return to planet earth, ready for us to phone home with the review next issue.

● Scott Anthony

ADVANCE WARNING!

+ POINTS

- ET's a huge licence
- Timeless gameplay
- Easy to pick up and play

- POINTS

- Not the biggest game
- Rough looking graphics
- A tad predictable?

OFFICIAL PREDICTION

It might not be out of this world, but worth a look



REVIEWS

Every New Game Rated

Official UK

PlayStation Magazine

PANZER FRONT BIS



"The kinds of thrills that only come from patience and good planning" Page 32



Also Rated

Alfred Chicken

A platformer with a feathery twistp.36

Striker 1945 II

Retro arcade war-mongeringp.42

Westlife Fan-O-Mania

The Irish popsters launch their assault on PlayStationp.42

Grand Theft Auto 2

This freakin' mental arcade driver gets a budget re-releasep.52



USA RACER

"A tiny step sideways for PlayStation racing, but a giant step forward for the Racer series" **The third Racer instalment on page 38**



PRO EVOLUTION SOCCER

"One of the finest multiplayer experiences you're likely to encounter" **Want to play the beautiful game? See page 40**



CUBIX

"Choose the lethal duo and expect a modicum of fun to ensue" **Check out the racing robots by skidding over to page 44 NOW!**

TURN OVER NOW!



New to PSone?

Check out our guide to the best PSone games you can buy. The Knowledge starts on page 48 - it's all you need to know

Introducing Scott

Scott Anthony joins OPM as dep ed, but who is he?

54-year-old Scott arrives at OPM to fill the shoes of the now departed Lee Hall. The man with a mile-wide grin has previously

worked on *Badger Baiting Monthly* and *What Jumper?* and his favourite pastime is getting beaten at footie games.



➔ **TEXT MANIAC** Stuff you love... stuff you hate... and everything in between page 60



Reviews

△ Honest ◎ Hard-Hitting × Entertaining □ Essential



All you need to know...

OPM's reviews are the best you'll read, here's why...

Actual Screens

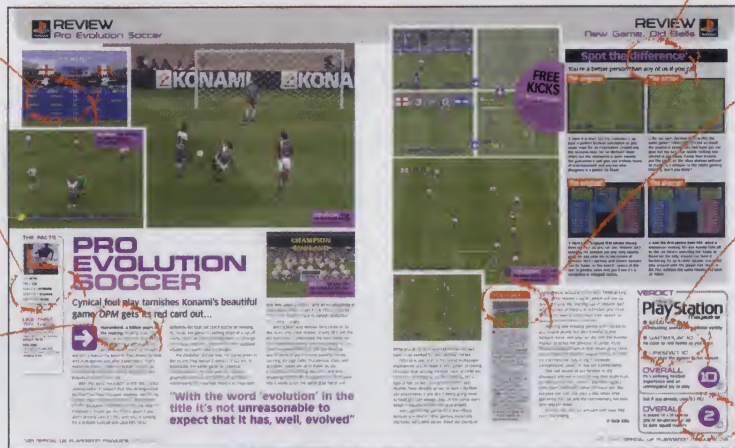
We capture our own screens to show you every aspect of each game we review. That means what you see is what you get, warts and all

The Facts

Who's making it, when it's out, how much it costs, who to badger about delays. In short, an indispensable run down of the important stuff

Spot-on Analysis

We eat, sleep, drink, swill and spit games. From *Ace Combat 2* to *Worms*, you name it, we've played it. Some call us freaks, others experts. We prefer the latter



Delving Boxouts

We celebrate the coolest bits or annihilate the most toe-curling moments, picking out parts that sum up the game, for better or worse

You Can

The bare essentials every gamer must know. If you're pushed for time, check out this quick reference to the nuts and bolts of gameplay

The Verdict

Straight to the point. We sum up the key features of the game – graphics, gameplay and lifespan – before rating the game out of ten

Ratings

The score out of 10 indicates just how much fun a game will be. See the guide below for more on our system

Official UK PlayStation Ratings

We don't just pluck those numbers out of the air, y'know. Here's a handy guide to the reasoning behind every OPM review score...

- | | |
|---|--|
| <p>10 Awarded to games that change the way you think about gaming</p> <p>9 A truly exceptional game. It will make you drool and pant heavily</p> <p>8 Very, very good. A 'must have' addition to your collection</p> <p>7 A great game with a few minor irritations, but still a worthy buy</p> <p>6 Playable, fun at times, but spoilt by glaring errors or omissions</p> | <p>5 Bland, unoriginal or flawed. Just about worth buying if you're a fan</p> <p>4 Hampered by problems in gameplay and/or lifespan. Below average</p> <p>3 Poor. Not even worth renting, it's entertaining only in fits. Usually yours</p> <p>2 Turdus maximus. A blip of gameplay in a mire of sludgy bum muck</p> <p>1 Flat-liner. Barely a game at all, more a form of virtual stroke</p> |
|---|--|

➔ Meet the OPM reviewers... not a pretty sight, we grant you, but these boys know their onions



Richard Keith
Fave game this month: *Metal Slug X*
Rich returned home to find that a vandal had painted his lounge purple! Sorry about that boss



Scott Anthony
Fave game this month: *Total Soccer (Yaroze)*
New boy Scott entered into a bitter *Total Soccer* rivalry with Nellis but just can't seem to win. Ha!



Nick Ellis
Fave game this month: *Total Soccer (Yaroze)*
Such is his slender and bony frame, Nick accidentally got used as a snooker cue this month



Mike Jenkins
Fave game this month: *Final Fantasy VI*
We've worked Mike so hard this month that he's had to give up his evening job as a pro wrestler



Martin Moore
Fave game this month: *Panzer Front Bis*
Martin has bagged a role in the latest *Armie* movie – watch out for the 23rd bloke to be shot



Dave Jeffrey
Fave game this month: *Final Fantasy VI*
Dave suffered a nervous breakdown after penning our *FFVI* tips. Stop that jibbering lad!



Al Bickham
Fave game this month: *Panzer Front Bis*
The Bickster celebrated his birthday in style this month, taking everyone out to a marmalade farm

Don't Miss...

The Beast Of Justice



In which a big nasty man tucks into *Barbie Explorer*, plastic bits and allp.43

The Knowledge

Want to know which games rule the roost? Fly hither for expert advicep.48

Bargain Hunter

The month's selection of cheap and cheerful re-releasesp.52

Control Freak

A keen sense of smell is required for peripheral testing and boy does the Freak smell!p.54



ByteBack

Another month, another serving of weird and wonderful letters from you lotp.58

Game Aid

Dishing out the hottest tips in the known galaxyp.62





REVIEW

Panzer Front Bis

THE FACTS



OUT NOW
PRICE £20
PUBLISHER JVC
DEVELOPER JVC
AGE RATING NONE
PLAYERS ONE
TEL 0207 240 3121

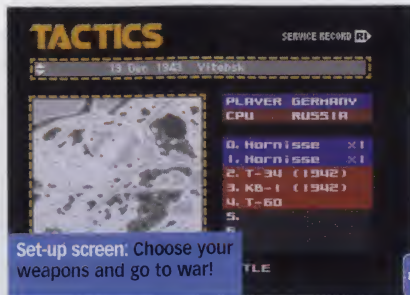
LIKE THIS? TRY THESE...

PANZER FRONT
OPM71 9/10
The most realistic original

COMMAND &
CONQUER
OPM15 9/10
Ace action strategy,
viewed from above

"Whether you're new to the game or not, it's still an ace strategy/action battler"





PANZER FRONT BIS

Achtung baby! It's back to the eastern front for more heavy metal mayhem. Bring your earmuffs...

Official
Exclusive!



"Sie vergeuden munition! Sie sind ein dumkopf!" Eep! That was our German Panzer Commander. He's calling us an ammo-wasting thickie – with, admittedly, good reason. All we've done so far, you see, is make lots of noise, give away our position and blow up a few houses. Heh!

You'll hear a lot of this kind of business when you first play *Panzer Front Bis*. As any fan of the previous *Panzer Front* (OPM71 9/10) will tell you, it's no shoot 'em up. When you're sitting in 20 tons of

steel box with a big gun nailed to the top, you can't simply point at your target and pull the trigger. You need to judge the distance to the enemy, carefully adjust the range-finder, fire a ranging shot and take it from there. Not an easy task when you first begin, but it's definitely something you'll come to master.

So, as you've guessed, it's a tank simulator. And while it's not too dissimilar from *Panzer Front* (which we'll get onto later) it's cracking


"You can even design your own tank insignias"

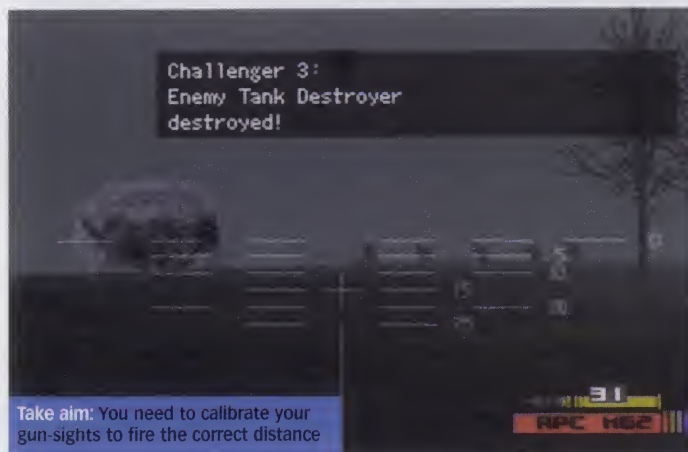
YOU CAN...



● **PINPOINT PANZER**
Send your tank-riding colleagues to exactly where you want them to go. There are numerous commands for you to master... attack, advance, defend. And you'll need to know exactly how they all work to get the best out of the game and your loyal pals.

good fun. As the driver-cum-gunner of a fairly vast number of historical tanks, you'll experience the kinds of thrills that can only come from patience and good planning. Picture it... it's a wet and rainy evening in 1941, and you're leading five Panzers against the French front line. Just across the hill, there's a fortified enemy position, with an array of different units including anti-tank troopers, field guns and other tanks. How you proceed is up to you... but there are definitely *right* and *wrong* ways to go about it.

Gas it over the hill with your cannon booming, and you'll be little more than a smoking wreck in seconds. Now, here's where the mini-map comes in. Pause the game, and you'll get an overview of the battlefield, 



TOP TIP
Up in smoke
When things get fruity and the poc hits the fan, call in a lightning air-strike or a forest-leveling wave of fire support from nearby artillery batteries!



REVIEW

Panzer Front Bis



In-formation: There's nothing quite like leading an armoured wedge into battle. CHEE-AAAAARGE!

"It's hard to see *Panzer Front Bis* as a true sequel, though"

Upon which you can draw attack-plans and order your buddies around. For your part, you might want to sneak around the side of the hill and send a high-explosive shell into the group of soldiers. Or you might order your comrades to assault around one side of the hill and draw enemy fire while you nip around the other flank and shoot at the enemy's unprotected rump. That's the beauty of the game; it gives you options. It lets you play the way you want to, and when your carefully laid plans come to fruition, victory tastes all the sweeter.

TOP TIP →

Fire from afar

Overwhelmed by enemy units? Not to worry... just dial up some artillery fire. It's best used where the enemy's heavily concentrated.



The mission construction mode is a brilliant addition. It lets you knock up your own scenarios, planning everything down to the finest detail. Fancy re-creating Dunkirk, with half the German army bearing down on a few allied forces scattered about? That's your call. There are tons of variables to twiddle, such as weather, starting positions, enemy AI, the communications you receive from HQ... you can even design your own tank insignias. It's simply jam-packed with options, no question about it.

It's kind of hard to see *Panzer Front Bis* as a true sequel, though, simply because everything that was in the original game is here, right down to the missions. If you got anywhere with the original, you'll find yourself re-treading a hell of a lot of old ground. But the bottom line's the same whether you're new to the game or not: it's still an ace strategy/action battler that'll take you ages to complete, and you'll have a whooping time while you're at it. If you've been there and done that with the original, we reckon you'll dig the ten new missions, construction mode and vast array of new vehicles. Just expect to see a lot of old stuff, too.

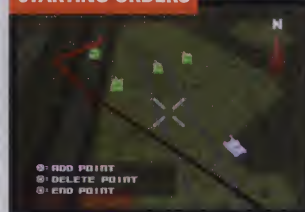
• Al Bickham



🎯 You're the boss

You get to order your comrades around the battlefield, and spearhead operations. Who could ask for more?

STARTING ORDERS



At the start of any mission, you'll need to make sure your men are going the right way. Pull up the tactical map and issue orders.

ENEMY SIGHTED!



Enemy spotted! They'll start popping as soon as they see you, so keep moving. Take note of how far away they are, too...

CHECK POSITION



When you've taken up a suitable firing position, you'll want to make sure your nose is facing the enemy - heavier armour on your front, y'see.

FIRE!



When you're all lined up, you'll want to switch to the gunner's view. Here's where you aim the barrel, calculate the distance and do the business.

YOU CAN...



LISTEN TO THE BOSS

In the heat of battle, when it's all big booms and clouds of smoke, it can be kind of hard to make out what's going on in the distance. Listen to your Tank Commander. He'll be using his binoculars, and will tell you when you've hit or missed. And he really doesn't like it when you miss...

VERDICT

Official UK
PlayStation
Magazine

● **GRAPHICS 7**
Crumbly in places, but quite workable

● **GAMEPLAY 9**
An action game with true depth

● **LIFESPAN 8**
Loads of missions, lots to do

OVERALL
Even if you completed the original, don't be afraid to shell out on this





"You get an ego the size of a planet."



"I've seen a lot of messy, annoying people."



"I don't think there are any long-term effects."



"My mate hasn't had any for ages and still gets paranoid."

One night. One club. One question:
What do you know about cocaine?



REVIEW

Alfred Chicken



TOP TIP →

Winging it

When freefalling between platforms hold down the ⊗ button to give yourself extra time to see traps, enemies and the like so you can avoid instant death



Pick-up: Keep nabbing these crystals to get a bonus life



Spring chicken: Leap to places chickens have never been before

ALFRED CHICKEN

More chicken roast than chicken tikka: bland and lacking any real spice

THE FACTS



OUT 12 APRIL
PRICE £20
PUBLISHER SONY
DEVELOPER MOBIUS
AGE RATING NONE
PLAYERS ONE
TEL 0207 859 5000

LIKE THIS? TRY THESE...

APE ESCAPE
OPM47 9/10
Getting on a bit but still the best platformer on PlayStation

SPYRO 2: GATEWAY TO GLIMMER
OPM52 10/10
Free roaming 3D world that's fun all the way



Let's be frank, a red rooster with all the personality of stale bread is hardly an inspiring character for a game. Yet, this big-boned little chicken has a fair number of titles under his belt on multiple formats, so he must be doing something right mustn't he? Hmm...

As with a certain kind of old skool platformer – think *Mario* or *Sonic* – that *Alfred Chicken* strictly conforms to, there's a simple story behind the game. Alfred's girlfriend is being held captive by the evil Mekka Chicken. So your task is to bounce your way to his stronghold and get medieval on his poultry ass.

As always, this is mere fluff and what really matters is the gameplay. And, as with the storyline, what gameplay we have in *Alfred Chicken* is platforming by numbers. Like the bird himself, the game is nothing we haven't seen

before. All the tired old elements of platforming are here: avoid enemies, collect stuff, solve a puzzle or two, negotiate platforms of various descriptions to progress through a level. All these things are executed with a reasonable level of competence. The trouble is that for the majority of the game you'd have to be chicken-brained not to know what's coming next, as you basically repeat the first level, albeit with the occasional new feature being added, as you progress. There are no surprises, nothing in *Alfred Chicken* is going to make you sit up and take notice. You just plod through the levels with only a mild dose of the just-one-more-go syndrome to keep you at it.

The graphics are suitably big and bold and Alfred is easy enough to control, responding appropriately to your commands, but it's not enough to satisfy. *Alfred Chicken* is begging for something new and refreshing, something that

stretches the genre. Yet from the moment the credits roll you know it's not going to happen.

Die hard platformers and new PS1 gamers will get some enjoyment out of this competent title but for those looking for a game of quality, steer well clear of the little red rooster.

● Mike Jenkins

VERDICT

Official UK
PlayStation
Magazine

● GRAPHICS 5
Colourful in an average kind of way

● GAMEPLAY 6
Platforming by numbers

● LIFESPAN 4
You've done level 1, you've done all 11

OVERALL
Nothing more than short burst of competent, unoriginal platforming

6
10

"You'd have to be chicken-brained not to know what's coming next"



"As long as I'm alright for Mondays I don't care."



"I felt on edge for five days, I couldn't sleep or anything."



"All it does is speed everything up."



"A lot of people say a lot of things about cocaine, but at the National Drugs Helpline we know the facts."

national drugs helpline
0800 77 66 00

If you're wondering how cocaine causes anxiety or paranoia, call us.



USA RACER

As nutritious as a Maccy Ds and as brainy as Britney

THE FACTS



RELEASE DATE **NOW**
PRICE **£13**
PUBLISHER **KOCH**
DEVELOPER **INVERSE**
AGE RATING **NONE**
PLAYERS **ONE**
TEL **01256 707 767**

LIKE THIS? TRY THESE...

WORLD'S SCARIEST POLICE CHASES
OPM76 9/10
A pleasingly pulp-ish PlayStation racer

DRIVER
OPM44 9/10
Still the arcade racing daddy



America, land of the free. And in *USA Racer* it's a land of metal cacti, concrete hedges, teleporting lamp-posts and buildings that appear in chunks as you drive towards them too. Technically there's no getting away from the fact that this is a very poor game.

But we live in very strange times. In *OPM80* we awarded a game in the *Army Men* series its first reasonable mark. And despite its manifold flaws, *USA Racer*, the third in a series of racing games of quite lamentable quality, (*London Racer OPM66* 1/10; *Europe Racer OPM77* 3/10), is a vast improvement on its predecessors.

Like its brethren, *USA Racer* pits you in a ker-azy racing championship with each two lap stage taking famous US landmarks as their setting. Simply pick your driver/car combo from a motley collection of American stereotypes – a

fat Larry Hagman-esque Texan oil baron, a gobby New York cabby, an 'actress' in short leather skirt and bra from LA – and before you can utter "have a nice day", you'll be smashing over road signs and collecting bog-standard power-ups.

In truth, the competition can be enjoyable. Just like *Gran Turismo*, you race to earn money and then spend your hard-earned cash tweaking your car's performance. Unlike *Gran Turismo*, though, there are only ever three other cars on the road to race against.

Your rivals aren't the brightest either. All-too frequently they trash their cars mid-race leaving you a leisurely pootle to victory. A further problem is that the routines of the civilians and police that clutter every track are rigidly pre-set. Exactly the same colour cars always appear at exactly the same corner on every lap. Hardly intelligent AI eh folks?

But for all these problems we welcome the fact that, at last, we have a *Racer* game which is actually (gasp!) playable. Accept the fact that it's a budget B-list title and it's enjoyable too. A tiny step sideways for PlayStation racing then, but a giant step forward for the *Racer* series.

● Scott Anthony

VERDICT

(Official UK)
PlayStation
Magazine

● **GRAPHICS 3**
All manner of glitches and ticks – poor

● **GAMEPLAY 4**
Derivative *Driver*/GTA-a-like

● **LIFESPAN 4**
Easy but with unlockable extras

OVERALL
Fun for an evening maybe but it remains a little below par

4
10

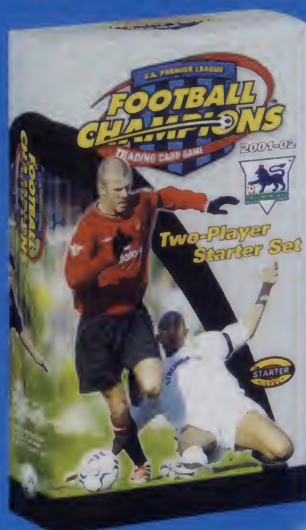
"At last, we have a *Racer* game which is actually (gasp!) playable"

ALL THE STARS, ALL THE TEAMS, ALL THE EXCITEMENT



THE ULTIMATE TRADING CARD GAME

WHO'S GOING TO BE
ON YOUR SIDE?



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TOP
PLAYERS



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REVIEW

Pro Evolution Soccer

RESULT					
4		2			
Assists	Scorer	Time	Scorer	Assists	
Owen	Heskey	14			
		37	Zipparo	Losano	
Gerrard	Heskey	46			
		69	Zipparo		
	Heskey	89			
Gerrard	Heskey	89			



No defence: Big Sol sees red after bringing a striker down in the area

Emile of a goal: There are an infinite number of ways to score

THE FACTS



OUT NOW
PRICE £30
PUBLISHER KONAMI
DEVELOPER KONAMI
AGE RATING NONE
PLAYERS ONE TO EIGHT
TEL 0208 582 5573

LIKE THIS?
TRY THESE...
ISS PRO EVOLUTION 2
Divine football sim that's never likely to be bettered
OPM69 10/10

FIFA 2002
EA's fully licensed and much improved kickaround
OPM26 8/10

PRO EVOLUTION SOCCER

Cynical foul play tarnishes Konami's beautiful game. *OPM* gets its red card out...



Humankind, a billion years in the making. Scaling down those billion years into one single day, we squelch out of the swamps around dawn, stand up straight and get a haircut by teatime then invent football and videogames just after *EastEnders*. That's evolution that is. Quite incredible, but not as incredible as Konami's utterly disgraceful *Pro Evolution Soccer* con-trick.

With the word 'evolution' in the title it's not unreasonable to expect that this distinguished football franchise has, well, evolved. Not so my friends, *PES* is almost identical to the sublime *ISS Pro Evolution 2* (*OPM*69 10/10), the Pele of PlayStation footie games. This is great if you don't already own *ISS PE2* and you're looking for a brilliant football sim (and *PES* most

definitely fits that bill) but if you're an existing *ISS* freak, the game is nothing short of a rip-off. Pretty much all you're getting here is a change in the box cover art, a new intro FMV, updated squads and some new kit designs.

Pro Evolution Soccer was the name given to the recent PlayStation 2 version of *ISS* and is essentially the same game as previous incarnations on PS1 but with the obvious graphical advances and plenty of gameplay refinements. For example there's an improved



2002 true: We gaze into our crystal ball and see the World Cup Final result

one-two passing system and an encyclopedia of new player stats. SO WHY THE HELL COULDN'T THEY PUT THEM IN OUR BLINKING VERSION? So... very... angry.

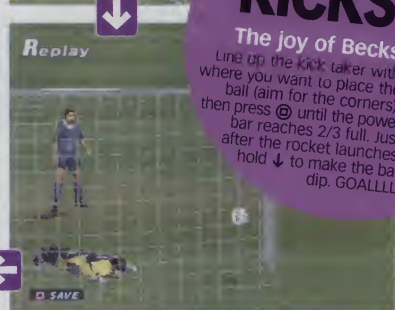
With spleen duly vented, let's move on to the more important matter of why *PES* and the *ISS* franchise is undeniably the best footie on the PlayStation playing field. Put simply, it's as close a representation of the real thing as you're likely to get. Intricate passing moves, cunning through-balls, thunderous shots and acrobatic saves are all in there, as are contentious refereeing decisions and limb-snapping tackles. No two games are ever alike, you'll rarely score the same goal twice and

"With the word 'evolution' in the title it's not unreasonable to expect that it has, well, evolved"



FREE KICKS

The joy of Becks
Line up the kick taker with where you want to place the ball (aim for the corners), then press **△** until the power bar reaches 2/3 full. Just after the rocket launches, hold **↓** to make the ball dip. GOALLL!



Cross purposes: Stick it in the mixer and scrap it out for aerial supremacy



those you do score, more often than not will have to be worked for and skilfully crafted.

PES/ISS is also one of the finest multiplayer experiences you're likely to encounter, providing of course that you dig football. Here at OPM we never tire of whipping out the multitap for a spot of two vs two during lunch times and rivalries have steadily grown to Man City/Man Utd proportions. If you don't fancy going head-to-head you can always play on the same team, which is equally satisfaction guaranteed.

Although the ISS games lack the official licences you find in other games, especially Electronic Art's FIFA series, there are plenty of

YOU CAN...



SCORE A GOAL!

On our demo disc you'll find this month's entries for OPM's Goal Of The Month competition. If you've just got yourself a copy of Pro Evolution Soccer, why not record your best goals on a memory card and send them into us?

Saving your goals is easy. First make sure you've got a handful of free blocks on your memory card before you start playing, then hit **△** when you're shown a replay of a goal and you'll be presented with a save screen. For full details of how to enter, see page 93. Fame awaits all would-be Owens...

competitions available to contest. Chief among these is the Master League, which will eat up weeks of your life. Starting out in division two with a squad of mediocre nobodies, you must scrap your way to promotion then launch an assault on the division one title.

Winning and drawing games not only earns you league points but also transfer points. Acquire these, and you can dip into the transfer market to enlist the services of better, more renowned players who'll help attain glory. Once you've lifted the Master League trophy, it's time for international duty in eight separate competitions based on real life tournaments.

This will sound all too familiar to ISS devotees and we're sorry to say that aside from an identical format, none of the little niggles have been dealt with either. For example, the keepers can still only take a few steps after gathering the ball and the commentary remains dire beyond belief.

Konami, we are not amused with your PES poor rebranding.

● Nick Ellis

Spot the difference

You're a better person than any of us if you can

THE ORIGINAL!



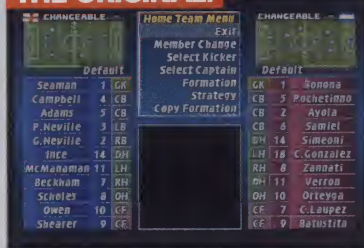
THE SAME!



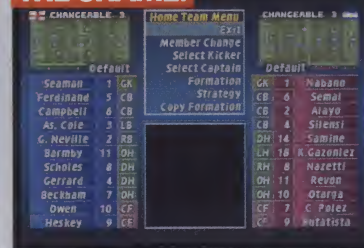
1. Here it is then, ISS Pro Evolution 2, as near a perfect football simulation as you could hope for on PlayStation. Graphically, the textures may not be Michael Owen sharp but the animation is quite superb. We guarantee it will give you endless hours of entertainment and anyone who disagrees is a ponce. So there.

2. Do our eyes deceive us or is this the same game? Either way, it's not so much the graphical similarities that have got our goat but the fact that barely nothing has altered in gameplay. Funny how Konami put the game on the shop shelves without so much as a whisper to the entire gaming industry, don't you think?

THE ORIGINAL!



THE SHAME!



3. Here's the England first eleven line-up from ISS PE2. As you can see, Shearer isn't claiming his pension yet and Tony Adams gets the nod over Rio in the centre of defence. Nicky Barmby and Steven Gerrard can be found on the bench. Glance at the two Argentina sides and you'll see it's a revolution in misspelt names.

4. And the first eleven from PES. What a revelation! Heskey, Rio and Ashley Cole all in, the old timers watching the footie at home on the telly. Should you have a hankering for up-to-date squads, you could play around with the player edit mode in ISS PE2, achieve the same results and save 30 nicker.

VERDICT

Official UK
PlayStation
Magazine

● **GRAPHICS 9**
Outstanding animation = infinite variety

● **GAMEPLAY 10**
As close to real footie as you'll get

● **LIFESPAN 10**
Longer than the proper footie season

OVERALL
PS's defining football experience and an unmitigated joy to play

10

But if you already own ISS PE2...

OVERALL
A waste of £30 unless you're desperate for up to date squad rosters

2



REVIEW

Striker 1945 II & Westlife Fan-O-Mania

THE FACTS



OUT 22 MARCH

PRICE £8

PUBLISHER MIDAS

DEVELOPER PSIKYO

AGE RATING NONE

PLAYERS ONE

TEL 01279 858 000

STRIKER 1945 II

And you thought the retro war was over?



The games in Midas' Pocket Price range fall into three categories: the unforgivably awful, the thoroughly mediocre and the surprisingly half-decent.

We're happy to report that its latest offering, a quick-fire burst of retro arcade fun, lands squarely in the third category. *Striker 1945 II* is not, as you might think, a post-WW2 footie sim but an upward scrolling 2D blast 'em up.

This supermarket special is set just after the

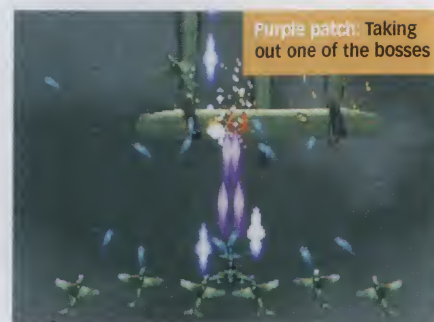
end of WW2, just as an alien force launches an assault on the already war-ravaged planet.

Having no choice but to band together to save the Earth, Axis and Allies combine air forces to repel the invaders, giving you the simple task of blowing everything that appears into oblivion.

There are six WW2 aircraft to hop into for the fight. Aside from rockets, missiles and lasers (pretty tasty for 1945 huh?) each craft has a support weapon that can be called upon when you face bosses or the screen is too rammed with belligerent missile-spewing bogies.

Gameplay is repetitive and uncomplicated but it has that playable quality often found in old skool games. Graphically it desperately shows its age and the eight missions will only take you half an hour to polish off. However, with six different aircraft, a two-player mode, variable difficulty levels and a high-score table, there's plenty to keep you coming back for more.

● Nick Ellis



Purple patch: Taking out one of the bosses

VERDICT

Official UK
PlayStation Magazine

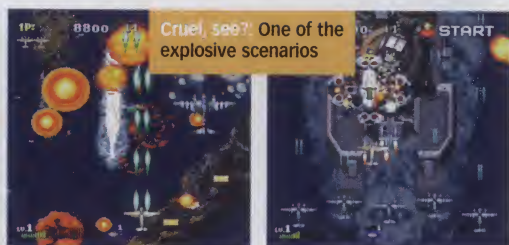
● **GRAPHICS 5**
Agreeable but ancient 2D paintwork

● **GAMEPLAY 7**
Simple, addictive and explosive fun

● **LIFESPAN 4**
Too short, even for eight quid

OVERALL
A decent retro blast while it lasts but shallow by today's standards

6
10



Cruel, 500?: One of the explosive scenarios

THE FACTS



RELEASE DATE NOW

PRICE £20

PUBLISHER THQ

DEVELOPER RUNCRAFT

AGE RATING NONE

PLAYERS ONE TO FOUR

TEL 01483 767 656

WESTLIFE FAN-O-MANIA

If only the game were as funny as the title



Remember *The Simpsons* episode where Krusty realises how much commercial tat he's been endorsing and weeps at the way his name has been

shamelessly prostituted for profit over the years? Well, although boy-band Westlife haven't quite reached the dignity trough of Springfield's number one entertainer, this excuse for a game is definitely a landmark on the way.

Nestling in some of the lamest graphics committed to CD-ROM, *WFOM* is meant to be an exciting tour of the band members' virtual lives from the tour bus via the hotel to the live performance. What this translates as is several hundred multiple choice trivia questions based loosely on those locations. Rack up enough points and you unlock various clips of the boys in action. Dreamy, huh? Think again. The music video clips are laughably short, and as for the specially filmed interview snippets? When they feature one of the lads repeating the correct answer you just selected on screen virtually word for word, even the most hormonal of fans is going to start to feel a bit cheated.

There's no gameplay to speak of. You don't even get the correct answers to questions you got wrong. In short, it's hard to imagine anyone being satisfied. If you are a Westlife fan buy a concert ticket instead. At least you'll have something to remember for your money.

● Paul Fitzpatrick



Fake friend: This is Tara, your virtual guide through the game. She's sarky, but not in a good way

VERDICT

Official UK
PlayStation Magazine

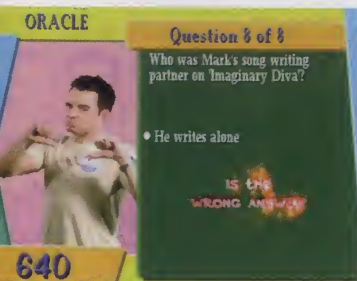
● **GRAPHICS 1**
When did animation go out of fashion?

● **GAMEPLAY 1**
Technically a game, but only just

● **LIFESPAN 2**
There are clips to unlock. Hooray

OVERALL
Regardless of your musical politics, this stinks like a dead rat

1
10



CUBIX

ROBOTS FOR EVERYONE



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*prizes split between 3 age categories

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All entries to include name, age and full address and sent in a stamped addressed envelope to: 'Build a Bot' competition, Cartoon Network, PO Box 2798, London W1A 5LE
Closing date for all entries is 15th April 2002. Competition open to residents of the UK only. For full list of terms and conditions visit www.cartoonnetwork.co.uk or toon text page 240.

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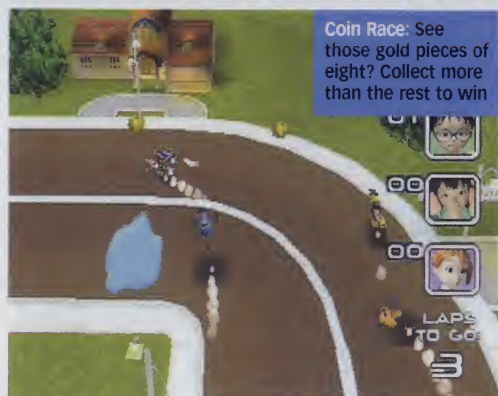
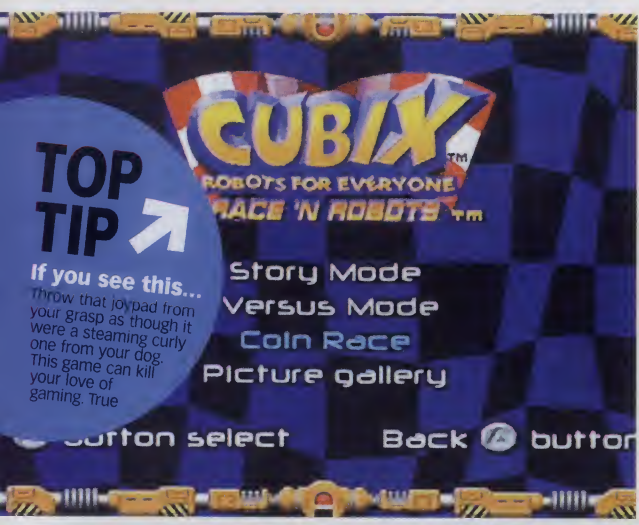
3DO™

Computer games releasing March 2002



GAME BOY
COLOR

GAME BOY ADVANCE



Shields on: Among the pick-ups are shields. Personally, we'd rather die...

THE FACTS



OUT NOW

PRICE £13

PUBLISHER 3DO

DEVELOPER 4KIDS
ENTERTAINMENT

AGE RATING NONE

PLAYERS ONE TO TWO

TEL 0207 490 1323

OR YOU COULD TRY...

GRAN TURISMO 2

OPM55 10/10

The best serious racer, which just wants to be played again and again...

CRASH TEAM RACING

OPM53 9/10

Great cartoon karting fun that shines even brighter with a couple of mates

CUBIX ROBOTS FOR EVERYONE: RACE 'N ROBOTS



Some things in life are so shockingly awful that to actually articulate the pain suffered is an exercise in masochism. *Cubix* is that bad

but sadly we don't have the luxury of keeping quiet as we have an obligation to tell you, our readers, what's poor as well as what's good. So bear with us as we take you into the gaming hell that is *Cubix*.

The game is based on the new cartoon series of the same name so you'd expect some kind of narrative that's related to the cartoon. And yes, there is a story running through the game (told via some decent FMV interludes between levels) but it's meaningless in terms of gameplay so there's no reason to consider it any further.

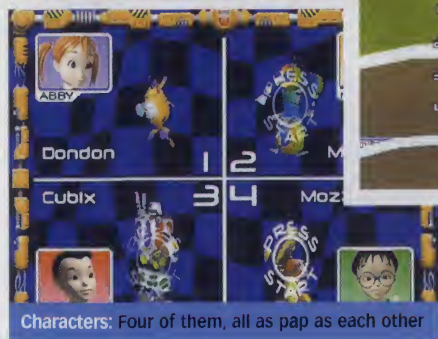
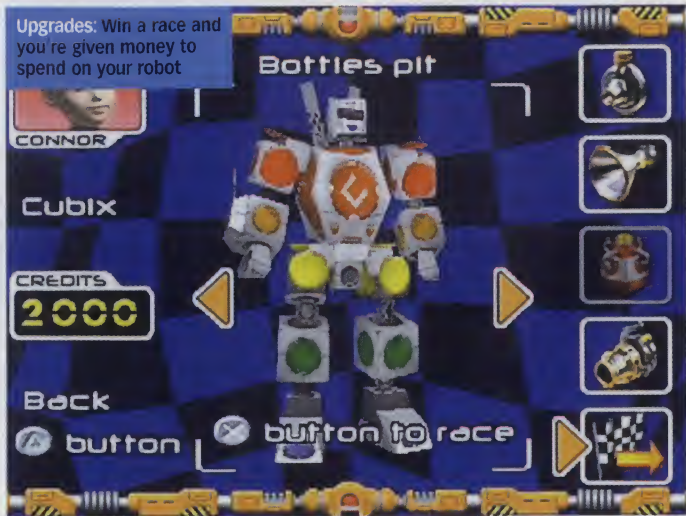
Having found out that the main kid on the

***Cubix* pushes videogaming to an all-new level of absolute crapness**

block is Connor and the meanest machine is Cubix, you choose the lethal duo and expect at least a modicum of fun to ensue. No such luck. Your immediate reaction when you start the race is "Who the hell am I?" with racing robots going all over the place. As you don't yet know what your robot looks like in a race, you have to do some ridiculous manoeuvres just to find out which racer you're 'controlling' (not the most

appropriate word to use in relation to this game). Having established which racer you are, your next reaction is to audibly gasp, then laugh, at the useless viewing perspective. It's top down (which in itself could be OK – it worked for *Micro Machines* after all) and has minimal track viewing, but the most appalling feature is that when you're out in front you can see only a tiny part of the track ahead. In fact,

"Your immediate reaction when you start the race is 'Who the hell am I?'"



it's next to nothing. Was *Cubix* play-tested at all? Didn't it occur to the developers that not being able to see the road ahead could be a mistake for a racing game?

Against what would seem to be the most unfair of odds, you'll still win the race as it's about as difficult as eating chocolate. For your endeavour you'll receive credits which can be spent upgrading your robot. Unfortunately, having a faster racer only exasperates the problem of not being able to see the road ahead, making it an unwelcome reward for your success. So one appalling race follows another and you finish the story mode in next to no

Two-play: The screen is no different in two-play. Yep, still utterly useless



YOU CAN...



● **WASTE MONEY...**
Fancy throwing a few bucks away just to spite your wallet? Well, *Cubix* is the game for you. First, hand over £13 to the shop owner (who will laugh at you and point you out to the rest of the shop assistants for a full-on comedy moment). Play the story mode, followed by coin and two-player modes. Feel satisfied your money has been well and truly wasted. Result.

⚠ The last and laborious

It's only fair we back up our words with evidence. Witness the chronic perspective that shoves your nose up against the end of the screen so you have no chance of seeing the road ahead. And don't think we're showing you exceptionally bad moments in the game. Nope, this little runaround is typical of the game in all its abysmal 'glory'. The question begs... why? Really, why?



So, here we are and, yes, we are travelling down the screen. Not much to see ahead, is there?



We've improved our position but incredibly the perspective has got worse.



Nice cornering... but look at the amount of track on view! What lies ahead?



See that smoke trail? That's us disappearing out of view! Flippin' hopeless or what!?



Unbelievably we are still racing... we're 'hidden' behind that blue building!



time. Other play modes are two-player and a 'grab-the-most-coins' race – both as bad as, if not worse than, the story mode. Dire controls, hopeless viewing perspective, pointless upgrades, gameplay without a hint of fun – this has to be worst racer ever to mar PlayStation.

Excuses may be made that this game is clearly aimed at a young audience. So what? Do younger gamers deserve videogame detritus? No matter how young you are, or how much you come to like the cartoon series – DO NOT BUY this gaming equivalent of the most rancid turd on the bottom of your shoe. We came, we saw, we played, we wept, we nearly wanted to give up our jobs.

● Mike Jenkins

VERDICT

Official UK
PlayStation
Magazine

● GRAPHICS 2

Nice FMV but the rest is very poor

● GAMEPLAY 1

Appalling, dire, abysmal...take your pick

● LIFESPAN 1

Mayflies have lived longer

OVERALL

There's just so much wrong with this game. Utter, utter rubbish

1

10



HUNGRY BEAST

Our Pledge

To rid the world of gaming guff

Justice

THE ACCUSED



OPM WHAT-A-STATE PENITENTIARY

NAME: Barbie Explorer

CHARGE: Acute dullness

Oook! Ken the Gorilla tries out his chat-up lines on the plastic princess



Our mission: to punish the worst new game of the month for crimes against PlayStation. It's time for rough justice...

CASE FOR THE PROSECUTION



- DULLER THAN A WET WEEKEND IN A GRIMSBY AND LESS ADVENTUROUS THAN PLAYING ON THE SWINGS IN THE PARK
- NO GUNS, KNIVES OR SIMILAR "FUN" EXPLORER ITEMS
- IMPERSONATING MS LARA CROFT
- STEALING INDIANA JONES' HAT

CASE FOR THE DEFENCE



- THE GRAPHICS ARE OK, WE SUPPOSE
- THERE ARE MONKEYS IN THE GAME!
- SURE TO APPEAL TO EVERY SIX-YEAR OLD GIRL GAMER ON THE PLANET

THE VERDICT



Barbie Explorer. You masquerade as an adventure game yet you are nothing more than a dreary platformer with lipstick and your innate dullness is an insult to female and male gamers alike. How dare you seek to mimic the *Tomb Raider* games – Lara Croft is real, you are just a plastic plaything.

"BRING ME BEAST!"

Guilty!

MEET YOUR MEAL!



Food for thought: The executioner displays the day's à la carte menu

TODAY'S INSTRUMENT OF JUSTICE IS THE...

HUNGRY BEAST

As selected by Jamie Cole of Newcastle. He gets a PlayStation game, four licked cola cubes sweets and a knitted jumper from Nick's Gran



BARBIE PREPARE TO MEET THY MAKER



Special thanks to Andrew 'Beast' Hind

GAME CRIME – TOGETHER WE'LL SMACK IT

VOTE NOW! Select next month's weapon from the list below. If your name is drawn from our executioner's hood you'll win a prize and see your weapon in action!

- | | |
|--|---------------------------------------|
| <input type="checkbox"/> Flames | <input type="checkbox"/> Frying pan |
| <input type="checkbox"/> Hungry-beast | <input type="checkbox"/> Arrows |
| <input type="checkbox"/> Microwave | <input type="checkbox"/> Rocket |
| <input type="checkbox"/> Concrete overcoat | <input type="checkbox"/> Acid-bath |
| <input type="checkbox"/> Wheels | <input type="checkbox"/> Clay pigeon |
| <input type="checkbox"/> Ninja | <input type="checkbox"/> Rugby try |
| <input type="checkbox"/> Cheats Daddy | <input type="checkbox"/> Firing squad |
| <input type="checkbox"/> Fat bloke | <input type="checkbox"/> Baseball bat |

Name _____
 Address _____

 Favourite sandwich filling _____



"SPIN, SPIN, SPIN THE
WHEEL OF JUSTICE
 SEE HOW QUICK WE SPLAT THE TAT..."

Send this form to: Justice! OPM, 30 Monmouth St, Bath, BA1 2BW

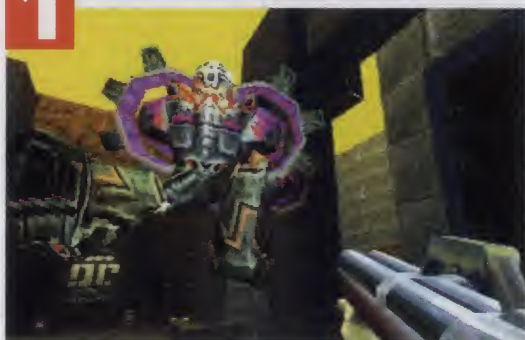
The Knowledge

YOUR GUIDE TO THE BEST PLAYSTATION GAMES EVER

PlayStation Top 5 Shooters

If you want big guns, laser cannons and kill-a-minute carnage, here are the best blast 'em ups you can buy

No. 1 Quake II



A fantastic first-person romp that forces you to fight your way across a hostile alien planet with a sackful of futuristic weapons and in the face of relentless legions of homicidal baddies. Dazzling graphics, explosive gameplay and the superb four-player "hunt and slaughter your mates" option means near endless lifespan.

PUBLISHER ACTIVISION • SCORE 10/10 • ISSUE OPM51 • DEMO OPM51

CHEAT RANDOMISER Infinite ammo and all weapons for multiplayer. Finish game in hard mode

No. 2 Alien Resurrection



Death by acid burn lurks around every corner in this brooding and claustrophobic spacebound nightmare. Mixing up adventure and combat to excellent effect, it's rock hard but worth the struggle. Was that a blip on the motion track? Arghh!

PUBLISHER FOX/EA • SCORE 8/10 • ISSUE OPM51 • DEMO N/A

CHEAT RANDOMISER All enemies killed in stats screen: C20B29E4 0001, 800B29E8 0000

No. 4 Colony Wars: Vengeance



If roaring around in spaceships, running combat missions sounds appealing, then look no further than this supreme space shooter. Gorgeous intergalactic graphics, stunning dogfights and rich variety make for compulsive, though challenging, gaming.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM39 • DEMO OPM39

CHEAT RANDOMISER Unlimited secondary weapons: Enter Chimera - (case sensitive) as password

No. 3 Time Crisis



Lock 'n' load your lightgun for the speediest and most addictive arcade-style frag fest on PlayStation. You'll need to be sharp of eye and swift of hand to defeat the multitude of vengeful thugs who've kidnapped the president's daughter.

PUBLISHER SONY • SCORE 8/10 • ISSUE OPM27 • DEMO N/A

CHEAT RANDOMISER Tip: You can blast grenades while they are in mid air

No. 5 Medal Of Honor



Playing as an Allied secret agent, MOH takes you on a tense journey behind enemy lines in Nazi Germany. Steeped in atmosphere, the mission objectives range from sabotaging U-boats to all-out Tommy gun battles. Superb in every way.

PUBLISHER ELECTRONIC ARTS • SCORE 9/10 • ISSUE OPM54 • DEMO N/A

CHEAT RANDOMISER The making of level five history: Enter KOMET into the Enigma Machine

PlayStation Top 5 Sports

Step up the sporting legends - there are no early baths among this collection of champions

No. 1 ISS Pro Evolution 2



ISS is the best footie game yet - on any console - and if you love the sport, then it's undoubtedly one of the best games ever. ISS is delightfully realistic, totally addictive and you'll never score the same goal twice. The nearest thing you'll get to real football. If you don't have this in your collection, you're really missing out.

PUBLISHER KONAMI • SCORE 10/10 • ISSUE OPM69 • DEMO OPM73

CHEAT RANDOMISER All-star teams: Press ↑, ↑, ↓, ↓, ←, →, ←, → to unlock two All-Star teams in cup mode

No. 2 Tony Hawk's Pro Skater 2



The brilliant Tony Hawk's is unrivalled in the street sport genre. Near infinite trick variety, cunningly designed courses and a demanding but fulfilling career mode back up exquisite animations and irresistible gameplay. Play it. Love it.

PUBLISHER ACTIVISION • SCORE 9/10 • ISSUE OPM63 • DEMO OPM59 & 68

CHEAT RANDOMISER Big Heads: Pause, hold [R] and press [C], [O], [↑], [←], [→]

No. 4 Anna Kournikova's Smash Court Tennis



Smash Court serves up a refreshing spin on a rather dull sport. Behind the simple retro graphics lies an arcade game that is by turns naughty, silly and nasty - but ultimately damn good fun to play, especially in four-player mode. Ace.

PUBLISHER SONY • SCORE 8/10 • ISSUE OPM46 • DEMO OPM48

CHEAT RANDOMISER Hint for receiving: Stand towards the outside of the court but a little nearer the net than normal

No. 3 Everybody's Golf 2



This is fun, light-hearted, arcade golf for one to four players that's thankfully missing the lurid Pringle sweaters. The cartoon characters make for a jovial atmosphere but the game remains faithful to the sport, without being anal. Swinging.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM59 • DEMO OPM58 & 75

CHEAT RANDOMISER In-Game reset: Press [R] + [R] + [R] + [R] + [R]

No. 5 NFL Blitz 2000



American football stripped of rules and dreary chalkboard sessions and turned into a joyful, thrill-a-minute battle with near inexhaustible gameplay. Tactics aren't forgotten but adrenaline-soaked bone-crunching violence is what this is all about. Hut.

PUBLISHER MIDWAY • SCORE 9/10 • ISSUE OPM54 • DEMO N/A

CHEAT RANDOMISER Play as Demon from Mortal Kombat: Enter name as SHINOK and pin number as 8337

PlayStation Top 5 Racing Sim

Blister your tyres (and thumbs) with these hyper-real, pole position racing games

No. 1 Gran Turismo 2



Replay
RUF CTR Yellow Bird

What a game. No other racer can touch it for number of cars, realism, mechanical tinkering or pedal to the metal action. The progressive difficulty level curves superbly, leading you from novice in a hatchback to speed demon in an 800hp beast. With exquisite graphics and months of gameplay, everyone should own GT2.

PUBLISHER SONY • SCORE 10/10 • ISSUE OPM55 • DEMO OPM53

CHEAT RANDOMISER Gold international A license: Enter the Action Replay codes 50000AA4 0000, 801CB390 0400

No. 2 TOCA: World Touring Cars



Touring car racing has always had the nod over Formula 1 for bumper-crunching thrills-and-spills action and WTC captures its rough competitive spirit perfectly as you battle it out in a wide array of stunning international tracks and cars.

PUBLISHER CODEMASTERS • SCORE 10/10 • ISSUE OPM62 • DEMO OPM62

CHEAT RANDOMISER To get TVR Speed 12 car: Collect 470 points for this bonus car

No. 4 Formula One 2001



The latest incarnation of this top-grade sim of the ultimate racing car sport. 2001 offers the perfect balance of strategic team planning and high-octane arcade racing. All the real tracks, teams and drivers from the F1 circuit are present and correct. Genius.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM71 • DEMO OPM74

CHEAT RANDOMISER When to stop: On a 20 lap race, pitting around lap 10-11 is best

No. 3 Colin McRae Rally 2.0



A tremendous treat with all the authentic world rally championship circuits and cars. The fantastically detailed and accurate graphics plus the all-too-real slippery-slidey car handling make this the champion rally sim. A driver's dream.

PUBLISHER CODEMASTERS • SCORE 9/10 • ISSUE OPM57 • DEMO OPM60/75

CHEAT RANDOMISER For no damage in time trial and single stage rally: At the cheat options screen, type in FRIDAYSCHILD

No. 5 V-Rally 2



One for rally purists and car enthusiasts, V-Rally 2 is only pipped at the post by Colin McRae for white knuckle dirt track driving. Turn your spanking new shiny vehicle into a battered, mud encrusted heap. Then fix it up and start again.

PUBLISHER INFOGRAMES • SCORE 10/10 • ISSUE OPM47 • DEMO OPM54

CHEAT RANDOMISER For a gold coloured car. At the enter driver screen type GOLDNUGGET

PlayStation Top 5 Arcade Driving

Hot pursuit, 'bot-shuddering crashes and guns typify these high-impact beauties

No. 1 Driver



Tanner, maverick undercover cop and star of this groundbreaking mission-led driving game, is PlayStation's coolest character. Hare around the mean streets of '70s America in oversized auto-mobiles, infiltrating a criminal gang and avoiding the uniformed cop cars. Sometimes excruciatingly hard, but always a thrill to play.

PUBLISHER INFOGRAMES • SCORE 9/10 • ISSUE OPM44 • DEMO OPM44 & 74

CHEAT RANDOMISER To view the credits: Type (0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0) on the main menu and then go to the cheats menu

No. 2 Grand Theft Auto



Anarchic, mission-based driving game that has you steaming around four US cities in a war against rival gangsters. Crucified on GMTV for its cartoon violence, folk in suits didn't seem to see the funny side of running people over for points. Ha!

PUBLISHER TAKE 2 • SCORE 8/10 • ISSUE OPM28 • DEMO OPM28

CHEAT RANDOMISER To get 99 lives: Enter SATANLIVES as a player name

No. 4 World's Scariest Police Chases



Taking inspiration from Fox's trash TV show, this highly-challenging Driver-style cops and robbers game delights. Includes a fabulous co-operative mode where one player drives while the other rides shotgun. A little short, but oh so sweet.

PUBLISHER ACTIVISION • SCORE 9/10 • ISSUE OPM73 • DEMO OPM76

CHEAT RANDOMISER All starting locations in patrol mode: Enter ↓, ↑, (0, 0, 0, 0, 0, 0, 0, 0) at the main menu

No. 3 Rollcage Stage II



An eye-blistering sci-fi combat racer where your flippable vehicles reach head-popping speeds and come equipped with fearsome weaponry. When you've unlocked everything, there are an incredible 60 tracks and 16 playing styles available.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM57 • DEMO OPM56

CHEAT RANDOMISER SURVIVOR MODE: Exactly enter HERE.TODAY.GONE.LATE.AFTERNOON as a password

No. 5 Wipeout 3: Special Edition



A sublime slice of 21st Century warp speed racing where you guide a heavily-armed hovercraft through taxing rollercoaster circuits drenched in neon. Welds together the best elements from the three original Wipeout games. Unforgettable.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM67 • DEMO N/A

CHEAT RANDOMISER Infinite hyperthrust: Enter MOONFACE as a default name

Top 5 Role Playing

1 FINAL FANTASY VII



2 VAGRANT STORY

PUBLISHER SQUARE • SCORE 10/10

3 VANDAL HEARTS

PUBLISHER KONAMI • SCORE 9/10

4 FINAL FANTASY IX

PUBLISHER SQUARE • SCORE 9/10

5 WILD ARMS

PUBLISHER SONY • SCORE 9/10

Fact Attack

Over ten years of game playing, the average gamer's hands will produce 100,000,000 units of candle power through friction. That's more heat than the Sun generates in a 24-hour period. Wow and wilt! **Fact.**

Source: The Firey Book Of Flippant Facts

PlayStation Oscars



The Oscar for most perfectly formed female upper body goes to... **Tiffa Lockhart** from FFVII. "Are you having a laugh?" Lara Croft fumed, clearly jealous.





PlayStation Top 5 Action-Adventure

Guns, gadgets, switches, puzzles and baddie blasting a-go-go

No. 1 Metal Gear Solid



Special forces operative Solid Snake reigns supreme in this unrivalled, majestic adventure where stealth and cunning are as important as gung-ho bravado. Filled with guns and hi-tech gadgets, peppered with humour and containing the best graphics you'll see on PlayStation, this is a must-play for every PlayStation owner.

PUBLISHER KONAMI • SCORE 10/10 • ISSUE OPM42 • DEMO OPM42 & 71

CHEAT RANDOMISER Stinger and unlimited ammunition: With an Action Replay disc enter 800B5E1A 00FF

No. 2 Tomb Raider

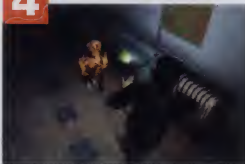


Lara's first adventure blew gamers away with its tantalising mix of archeological exploration and tense combat. From fighting dinosaurs in lost valleys to solving puzzles in huge temples, this stunningly presented game is full of nerve-jangling surprises.

PUBLISHER EIDOS • SCORE 10/10 • ISSUE OPM13 • DEMO OPM15, 26 & 74

CHEAT RANDOMISER Unlimited Magnum rounds: With an Action Replay code enter 801DE2E0 03E8

No. 4 Silent Hill

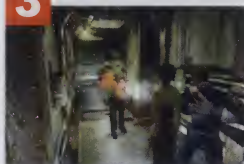


A pant-wetting horror that has you uncovering a ghastly Satanic plot in Smalltown, USA. The horrific imagery, haunting soundtrack and tormenting story will have you cowering behind the sofa. Claustrophobic and chilling beyond belief.

PUBLISHER KONAMI • SCORE 10/10 • ISSUE OPM48 • DEMO N/A

CHEAT RANDOMISER Tip: Complete the game with the good ending to get the katana in the first house in Old Silent Hill

No. 3 Resident Evil 2



The second helping of zombie-riddled survival-horror is the best of the first-rate *Resi* series. Your ammo is always low and the hordes of undead relentless in their desire to rip your throat out. Gruesome, but truly outstanding in every way.

PUBLISHER VIRGIN • SCORE 9/10 • ISSUE OPM31 • DEMO OPM31

CHEAT RANDOMISER Special key in crate: With an Action Replay disc enter 800CC6C4 0153

No. 5 Syphon Filter 2



Fusing all-out explosive action with a dash of special ops stealth and glorious cinematics, this is a slick and instantly playable adventure. It's quite tricky to master, but there's an ammo dump full of guns and gadgets to help you on your way.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM57 • DEMO OPM78

CHEAT RANDOMISER View movies: Pause, highlight briefing and press → + (L) + (R) + (C)

PlayStation Top 5 Platform

Hop, skip and jump to it with these crazy colourful cartoon capers – you gotta love 'em

No. 1 Ape Escape



This accomplished mix of fast action and simple but effective puzzles has you dashing around using a medley of techno-gadgets to snare mischievous monkeys. Few games can match it for polish and level design and, with 17 sprawling mini-worlds to explore, *Ape Escape* will keep you amused for ages.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM47 • DEMO OPM47 & 74

CHEAT RANDOMISER Save a life: As soon as you fall off a cliff, press (L) then exit to return to the time station

No. 2 Abe's Exoddus



Gloriously detailed, spooky backgrounds and charming, varied gameplay make this the best 2D platformer featuring the freakoid alien nutcase. That one of Abe's attack moves is an exploding fart is enough reason to buy the game in itself.

PUBLISHER INFOGRAMES • SCORE 8/10 • ISSUE OPM39 • DEMO OPM38 & 72

CHEAT RANDOMISER Invincibility: Hold (L) and press (A), (B), (X), (Y), (L), (R), (C), (D)

No. 4 Spyro 2: Gateway To Glimmer



Cutest of all PlayStation characters, our purple pyromaniac bounds, glides, swims, jumps and charges through a trippy series of free roaming 3D worlds. Collecting orbs, gems and completing tasks has never been so rewarding.

PUBLISHER SONY • SCORE 10/10 • ISSUE OPM52 • DEMO OPM52

CHEAT RANDOMISER Hint: Hold (L) + (R) + (L) + (R) and Sparks will point you in the direction of the nearest Gem

No. 3 Spider-Man 2



Everybody's favourite wall-crawling web slinger returns for another comic book adventure. The action comes thick and fast and there's a new set of crazily costumed crims to leather. As good as the first game (a bit longer too) this is Marvel-lous.

PUBLISHER ACTIVISION • SCORE 9/10 • ISSUE OPM76 • DEMO OPM77

CHEAT RANDOMISER Unlock everything: Enter AUNTMA in the cheats menu

No. 5 Crash Bandicoot 3



Loveable and extensive platformer that's terrific fun to play and has a perfectly balanced learning curve. Levels involve much bounding and spinning plus there's biplane flying, scuba diving and motorbike riding. Crash's finest hour.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM40 • DEMO OPM40 & 75

CHEAT RANDOMISER Hint for the Jet Ski levels to get an extra life: Go on a jump and land on one of the pirates in a boat

Top 5 Strategy

THE GAMES THAT BUILT

PlayStation

1 LMA MANAGER 2002

PUBLISHER CODEMASTERS • SCORE 9/10



2 WARZONE 2100

PUBLISHER EIDOS • SCORE 9/10

3 PANZER FRONT

PUBLISHER JVC • SCORE 9/10

4 CIVILIZATION 2

PUBLISHER ACTIVISION • SCORE 9/10

5 SYNDICATE WARS

PUBLISHER EA • SCORE 9/10

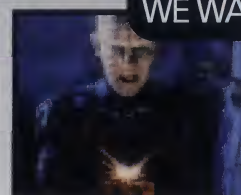


FINAL FANTASY VII (1997)

The pinnacle of RPG excellence and the fastest selling videogame on its release. No other RPG created such a feeling of attachment to the story and its characters.

Movie Moments

WE WANT IN GAMES



TORN ASUNDER HELLRAISER

The bit where evil Frank loses more than his pound of flesh would be a great final boss. Solve the puzzles of the box before the chains snap back and body parts hit the fan!

PlayStation Top 5 Fighting

Want to beat the bejesus out of someone and fast? Then stitch this bunch of hardcases

No. 1 Tekken 3



Without question the undisputed master of beat 'em ups, this is the third instalment of Namco's *The King of Iron Fist Tournament*. With eight different modes of play and stacks of characters with thousands of deadly moves to learn, nothing else can touch the game for variety and raw, face-pummelling aggression.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM36 ● DEMO OPM36 & 49

CHEAT RANDOMISER Fight as Bryan: Complete arcade mode with six characters

No. 2 WWF SmackDown! 2



Get in the ring with big butch men in tights, 50 of them in fact, in this, the definitive serving of Lycra-clad lunacy. Stomp on heads, jump off ladders, taunt your opponents – it's all in there. A game of immense girth and unending panning pleasure.

● PUBLISHER THQ ● SCORE 9/10 ● ISSUE OPM66 ● DEMO OPM71 (SMACKDOWN 1)

CHEAT RANDOMISER Unlock all superstars quicker: Skip the matches in the season mode

No. 4 Soulblade



Namco hits the spot again with this wonderful weapon-based scrapper. Bare-knuckled fighting is out, while slashing opponents with a lethal collection of razor edged steel is in. It's a trickier martial art than the rest, but well worth a stab all the same.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM19 ● DEMO N/A

CHEAT RANDOMISER Li Long alternate ending: During the ending sequence press A and B repeatedly

No. 3 Tekken 2



Graphically inferior to Tekken 3 but with more immediate pick-up and play value, Tekken 2 remains a first-rate punch and kick-fest some four years after its release. Superb characters, a preposterous plot, and playability in bucketloads. Cracking stuff.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM11 ● DEMO OPM11

CHEAT RANDOMISER Fight as Lee: Complete the game as Hiehachi

No. 5 Street Fighter Alpha 3



The best of the legendary Street Fighter series, there's no place for random button bashing in this purist's title that adopts a 2D comic book face. The gameplay is perfection itself as you travel the world in search of generously-muscled opposition.

● PUBLISHER VIRGIN ● SCORE 9/10 ● ISSUE OPM44 ● DEMO N/A

CHEAT RANDOMISER Mazi mode: Complete arcade mode on level seven

PlayStation Top 5 Party

If you love a party with a happy atmosphere, then let OPM take you there with these great multiplayer titles

No. 1 Micro Machines V3



Perfect entertainment for any social gathering, this is pocket-sized racing with the tiniest of toy cars and household tracks ranging from the breakfast table to the bathroom. Original, cute, colourful and – most importantly – enormous fun, this one will give you many a giggle and more.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM18 ● DEMO OPM20

CHEAT RANDOMISER Big jumps: Pause and press @, →, →, ↓, ↑, ↓, ←, ↓, ↓

No. 2 Crash Team Racing



Supreme cartoon kart racer whose faultless, slick graphics and compulsive gameplay will appeal regardless of age or gender. Features a splendid variety of tracks and a host of nutty creatures from Crash's world. Multiplayer ecstasy.

● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM53

CHEAT RANDOMISER Super turbo pads: On main menu hold Ⓜ + Ⓜ and press @, →, →, @, ←

No. 4 Bust-A-Move 2



Kick the chair, bite the controller cable, stand on a table shouting – for one-on-one competition nothing excites and absorbs quite like this classic colour-matching puzzler. Be careful though – you may never speak to each other again.

● PUBLISHER ACCLAIM ● SCORE 8/10 ● ISSUE OPM8 ● DEMO OPM8

CHEAT RANDOMISER 30 Continues: On the options screen, press ←, →, Ⓜ, Ⓜ, Ⓜ, Ⓜ, ↑, ↓. When the timer appears, press ⓧ

No. 3 Worms Armageddon

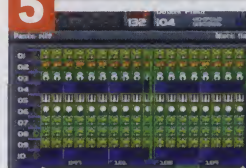


One of the most original, addictive multiplayer games of all time with simple, intuitive controls and cute visuals. Worms has players passing around the controller, each taking turns to rain down destruction on each other with outlandish weapons.

● PUBLISHER HASBRO ● SCORE 8/10 ● ISSUE OPM53 ● DEMO OPM54/75

CHEAT RANDOMISER All weapon crates have sheep: Earn gold medal in crazy crates training mode

No. 5 Music 2000



Genius sampling software that lets all dope MCs cut their tracks on PlayStation. Four-player jam mode lets everyone load a controller with beats, loops and samples and tap their funky Fat Boy way to a bad choon. Or wicked racket.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM55

CHEAT RANDOMISER Sorry but there just ain't any. You just gotta keep practising to make some bouncin' tunes

Top 5 Intro Movies

1 LEGACY OF KAIN: SOUL REAVER

PUBLISHER EIDOS ● SCORE 9/10



2 METAL GEAR SOLID

PUBLISHER KONAMI ● SCORE 10/10

3 SOULBLADE

PUBLISHER SONY ● SCORE 9/10

4 TEKKEN 3

PUBLISHER SONY ● SCORE 10/10

5 GRAN TURISMO

PUBLISHER SONY ● SCORE 10/10

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● EMPIRE 020 8343 9143
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● MIDWAY 020 7938 4488

● SCI 020 7585 3308
● SONY 020 7859 5000
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● SQUARE 020 7291 5100
● TAKE 2 0870 124 2222
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the Mindgap

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Bargain Hunter

You won't have to steal a car to afford this gem

GRAND THEFT AUTO 2

THE FACTS OUT NOW • PRICE £10 • PUBLISHER TAKE2



What do you get if you cross Mike Tyson with Paulo Di Canio, an MMR jab and Marmite? Something damned controversial, that's what.

Although not nearly as controversial as the *Grand Theft Auto* series has proved to be.

For those asleep at the back, *GTA2* is the mega-successful sequel to the original gangster sim. The only aim of the game is to earn money. The more dangerous the job, the more money you get for completing it. And as you're some kinda badass hoodlum the jobs you're offered usually involve car-stealing, running people over and blowing things up. As opposed to accountancy or woodwork.

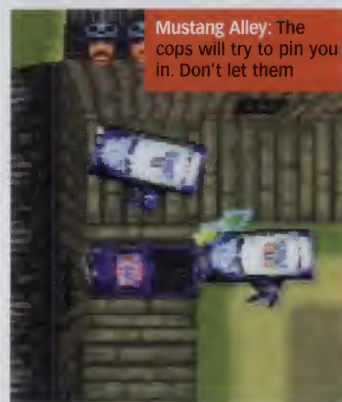
Look beyond the game's schlock horror plot though, and *GTA2* is a very good game. The city is huge and populated by a myriad of rival gangs and law enforcement officers. It's also a fairly freeform environment. If you want to take a break from the life of crime then you can earn money in several legitimate ways. Like driving a

taxi. Also, as you progress through the game you'll often find yourself drawn into the middle of a complex gangland turf war, making life just that extra bit more dangerous. Indeed, for a game that brands itself as a brainless arcade thrill, there's more intelligence at work here than you'll find in your average PlayStation adventure title.

Those of a squeamish disposition will also be reassured by the graphics. As you can doubtless see for yourself by glancing around the screenshots on this page, the game's top-down graphics haven't dated so well. In fact, they looked old hat when the game was first released in 1999. And while the graphics serve the gameplay adequately, their undeniably weedy nature does make the media furore that initially surrounded *GTA2* seem a bit ridiculous.

So forget the cheap-shots of opportunistic politicians or the just-add-water breakfast TV hysteria, because *GTA2* is a very good title. Albeit one with dubious morals. ● SA

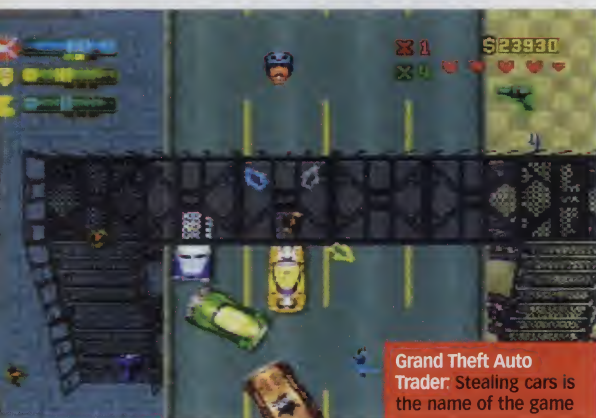
"Those of a squeamish disposition will be reassured by the graphics"



Mustang Alley: The cops will try to pin you in. Don't let them



On foot: Unlike *Driver 2* the out-of-car stuff in *GTA2* really works



Grand Theft Auto Trader: Stealing cars is the name of the game



Bangs for buicks: Make your car's rubber literally burn

VERDICT

Official UK
PlayStation
Magazine

● GRAPHICS 6
Fast but mostly functional

● GAMEPLAY 9
Ahead of its day arcade adventuring

● LIFESPAN 9
Tough and gripping

OVERALL
At this price *GTA2*'s an absolute steal for the over 18s

9
10



THERE'S
ONLY
ONE
STEVEN
GERRARD



Official UK PlayStation Magazine Top stuff

Best joystick



DUAL SHOCK

PRICE £20 FROM SONY
TEL 08705 998877 SCORE 9/10

Best screen



SONY MINI-SCREEN

PRICE TBA FROM SONY
TEL 08705 998877 SCORE 10/10

Best gun



G-CON

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TEL 0208 324 6120 SCORE 9/10

Best wheel



SPEEDSTER 2

PRICE £50 FROM SONY
TEL 08705 998877 SCORE 9/10

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To gather up this month's Top Stuff all for yourself ring **09013 882264** and answer the following question:

Q: Who is the coach of the England football team?

1. Sven-Göran Eriksson
2. Kevin Keegan
3. Graham Taylor

Note: You must call between 22/03/02 and 18/04/02. Calls cost 25p (less than the price of a stamp). Check with the bill-payer before calling. No purchase necessary. Usual rules apply (see page 99). The winners are drawn at random.



Control

Frak

"Oooh...lovely tasty hardware...mmm...oooohh..."

5" TFT MINI-SCREEN

PRICE £120 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Haven't I sseen you ssomewhere before? Do you do a show at that expenssive joint in Sssoho?"

We'll let you into a little secret about this LCD mini-screen, it's exactly the same as the Joytech one we featured in *OPM78*. Joytech's model scored a mighty 8/10, placing it second only to the still-not-in-the-bloody-shops official Sony screen. Being the same in all but company name, the Logic 3 version has the same high quality picture resolution and sound output plus headphone socket, car adaptor etc but there's a major problem. What would that be? The small matter of a £40 price difference in Joytech's favour. Tsk. ● CF

VERDICT

Official UK
PlayStation Magazine

OVERALL

Great, but too pricey... I'd sssooner buy rubber products. Mmm, rubber...

6
10



P99G2 LIGHT BLASTER

PRICE £20 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Oooh, is that a gun in your PlayStation or are you just soooo happy to see me?"

Fairly compact, nice and light, and, above all, spot-on in the all-important accuracy stakes. G-Con compatible (so you can use it in your *Time Crisis* frag fests) with all the necessary bits and a reload/duck pedal kits it out very nicely and makes it user friendly. It also has one of those slappy recoil appendages that may look good for authenticity but just ends up being a pain and messes with your accuracy. For £20 squid you could get cheaper but this performs well and is worth the dosh. ● CF

VERDICT

Official UK
PlayStation Magazine

OVERALL

Doesn't top the G-Con but a neat piece of kit that comes recommended

7
10

SOUND STATION 2

PRICE £50 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Black and blue baby I love you'. My sssinging, these ssspeakers – marvellousss!"

Although these cheap and cheerful chappies are designed to go with a PS2, they work just as well with any PlayStation model and indeed with other audio equipment like Mini-Disc and DVD players. The set-up consists of a 20-watt bass sub-woofer and two 3-watt satellite speakers. It may not sound like much but the rig kicks out plenty of noise without distorting and the adjustable bass and volume means you can choose how much you want to irritate the neighbours. ● CF

VERDICT

Official UK
PlayStation Magazine

OVERALL

Not for purists but are good enough to enhance your gaming experience

8
10





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DEAD OR ALIVE 2



FORMULA ONE 2001

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PlayStation®2
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Extended Play

⬆ TIPS Ⓞ DEMOS ✕ COMPOS Ⓞ GAME CHALLENGES



ByteBack

Letters

Editorial staff evictions and time capsules feature in this month's enchanting letters pages.....**page 58**

Text Maniac

Shrtnd ramblings frm *OPM* redrs evrywre**page 60**

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Want the truth? Sign up with subs and *OPM* will drop on your mat early every month..... **page 80**



Letters: Is Spyro a spot on the arse of gaming or star of some great platformers?

Game Aid

Top Game Tips

c-12, Tenchu, In Cold Blood, Driver 2, Spider-Man and more busted open.....**page 62**

Cheats Daddy

The Daddy dispenses wisdom on *Final Doom, Tomorrow Never Dies* and more.....**page 64**

Official Masterclass

Final Fantasy VI and *Alone In The Dark 4***page 66**



Final Fantasy VI: We break it down so you can complete it, and pretend you're clever

Disc Inferno

Top Demo

Check out what to expect and what great prizes you can win by playing our 11 playable demos.....**page 81**

Goal Of The Month

GOTM receives its first lady goal. Will she win?.....**page 93**

Champions League

Can you sting the egos of the *OPM* team?.....**page 95**



Special selection: *Rayman Rush* is just one of the top games on our disc this month

Compos

Expensive Stuff

Up for grabs this month: a pile of *The Simpsons* gubbins and a new TV and DVD player**page 98**

Win! Win! Win!

Get lucky and win signed WWF stuff and *Star Wars* graphic novels**page 99**

Crossword

Combine gaming know-how with rudimentary language skills and bag yourself £200!**page 99**



Home entertainment: Your chance to win a massive telly and DVD player...



- **SNAILMAIL** ByteBack, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
- **SPACEMAIL** opm@futurenet.co.uk ● **JOY OF TEXT** 07764 175885

ByteBack

Is *Bishi Bashi* really that special? Is *Spyro* a flaming disgrace? Is the *OPM* team sexist or sexy? All this plus the usual silliness – it's yer letters



MAN OF LETTERS

Did you know that Dr Hilary Gnarlis (ie Nick) takes all of your mail home to read in bed to help him get to sleep? No? Well now you know. Scary thought isn't it? Mail opinions, queries and rants to opm@futurenet.co.uk

LIFE'S A GLITCH

While I was playing the Los Angeles level on *Hawk's 3* I found a great way to get a massive score. I was riding the elevator up from the lobby in the glass building, went for a grind and found myself just hanging in mid-air. The game let me carry on linking tricks together so I took a pic for you [see over the page]. Bet no one can beat my score of over 230 million for one trick!

James Stroud
Tonbridge

That sure is an impressive score James. Now lets see you repeat it without the aid of a graphics fault! **OPM**

FOREIGN CORRESPONDENTS

Readers dropping us a line from overseas this month included Sneed from South Africa, who wrote to say "love the mag". Kenneth from Auckland in New Zealand is getting bugged by winning on an out-of-date scratch cards. Tony from Oz e-mailed to tell of his frustration at being 99% through *Terracon* and unable to lick the last 1% and finally wrestling fan Muhammad Afzal from Denmark wrote to us about... wrestling! Big ups to all our foreign readers, wherever you may be on Planet PlayStation.

MUMFORD'S RIGHT BACK IN IT

Did you know that Mumford has deserted videogame magazines entirely and now plays as a defender for Swansea City Footie Club? Well he

does and his first name is Andrew.

Terry
Swansea

We've checked and it's true, SCFC do have Mumford on their books. Where's the gormless expression and specs though? Hmm. **OPM**



Mumford: But does he know our Mumford?

BISHI BASHI BEST?

I believe *Bishi Bashi Special* is the all-time greatest game. Why, I hear you cry? Well three reasons mainly. 1): It teaches new PlayStation gamers where all the buttons are, 2): All other Japanese games of that calibre are based purely on a game in *Bishi Bashi* (eg *Power Diggerz* is just the building demolishing game from *Bishi Bashi* but slower, 3): Where else can you find a game that can hold the attention of even the most day-dreamy person? It also seems that many "weird and original" games of today are just rip offs of one or two *Bashi* mini-games. I believe it's a truly stunning game that deserved a whole lot more success than it got.

Matthew Rowbotham
e-mail



STAR LETTER



Strongest link: The PSone defiantly lives on, but where's Ray Cole now eh?

SPIRITUAL SQUEALING

I was looking through my old *OPM* mags and noticed in *OPM58* (or *PSM* as it was then) the star letter written by a man called Ray Cole. In his letter he said he could not see our trusty little grey box lasting more than 18 months after PS2 came out and said to "put this letter in a time capsule and retrieve it in February 2002 to see if I am right". He was **VERY WRONG** because now the best games **EVER** are coming out on PlayStation (besides *Creatures* of course!). I would just like to say **HA!** It survived, you bum hole so go chew on a brick and worship that little grey wonder known as PlayStation!

Ewan Armstrong Bridges
Welwyn Garden City

It was 25 issues ago that Ray Cole's letter appeared in *OPM* and here we are, still merrily chugging along with top titles like *Panzer Front Bis*, *Rayman Rush*, *World Rally Championship* and *FFVI* rolling onto PS1. With 54,000 PSone consoles sold last December alone, PS1 is here to stay. **OPM**





Spyro: Is it a pile of poo with purple wings?

To be fair, we did give *Bishi Bashi Special* its dues back when we reviewed it back in *OPM58*. The whacked out mini-game fest received a score of 8/10 and Cat Channon (remember her?) said, "Equal parts hilarious to bonkers, *BBS* is fantastic... the ultimate party game." So we agree Matthew, a top game indeed but teaching you where the buttons are has to be one of the strangest reasons for calling a game great! **OPM**

UP IN SMOKE

Hey you *OPM* head cases, watcha' doing giving *Spyro 2* 10/10 in *OPM52*? It is CRUD! The graphics are worse than the *Super Bub* contest from



Killing time: James Stroud hangs about for a bit!

OPM81, and the gameplay is trash! It is a pile of poo with purple wings! It's the pits! And getting rated better than *World's Scariest Police Chases* in *OPM73* is just living hell. That stupid pile of dung should have got 0/10! I can't believe you call yourselves game reviewers. If I ever catch you freaks rating a *Spyro* game more than 1/10 again, I'll come to your office with a sharp axe, OK? Oh, and by the way, I have allies with your personal records.

Ed Davis

Ed, are you just being contentious so you make it onto the letters page? Either that or you're writing from the Duke Nukem Institute For Demented Gamers. I'm sure your ridiculous comments will incense a large majority of readers, who'll sign on to defend the *OPM* office against axe-wielding crazies such as yourself. Viva *Spyro*! **OPM**

ELLIS OUT!

Thought you'd like to know that Aston Villa supporters are disgusted with Nick's contribution to *OPM* and have



started a campaign to get him booted off the mag. Picture enclosed.

Marcus Birmingham

Point taken, I'm outta here. **OPM**

POETRY CORNER

OPM is a very good mag, if you pass it around the playground, it makes a lot of tongues wag. I keep it close to my bed, or pressed to my heart. *OPM's* the best mag ever it's number one in my chart.

Lindsay Wakefield

Thanks for that and thanks to everyone who sent in their poems. A special mention must go to Leicester's Kevin Crosby, who wrote a superb sprawling epic about *Final Fantasy VII*. Sorry Kevin but it wouldn't fit on these pages. Fear not though, plans are afoot to publish a collection of videogame poetry in a limited edition book! Possibly. **OPM**

WRITE ON...

- **Poetry Corner:** Keep your songs, poems and ditties about PlayStation coming in.
- **World Cup fever:** Which of the new footie game are you most looking forward to?
- **Fight on!:** Who would win in a fight against each other: the Freak or Cheats Daddy?



OOH, KEEP YOUR HAIR ON, YOU MENTALIST...

I am totally ticked off with you. Your magazine is good but please listen to me and take me seriously! Firstly, quit acting as if you're only talking to lads. For example Mr Angry. Why couldn't it be Miss or Mrs Angry? We're not all lads so stop treating us like them. I'm not asking for fluffy things, I just want you to acknowledge that girls like PlayStation too. Also bring back the A-to-Z and print one of my text messages, damn you.

Miss LM Harding, e-mail

Lindsay, 1,001 apologies if *OPM* comes across as being a lads-only mag. We know lots of ladies love PlayStation too, it's just that we have very little contact with the opposite sex and aren't really sure how to relate to them. You try chatting someone up with lines like, "Wanna come back to my place and see my limited edition promo copy of *Tunnel B1?*" Can anyone help us out? Who fancies a date? **OPM**

- **VENT YOUR SPLEEN...** Have we done something that has got on your nerves? Tell us! Write to: **I AM MR ANGRY**, and post to the usual address (page 4).

ANGRY-O-METER
SHE'S A MAD MAN!

The Mighty Beard

DISPENSING WISDOM FROM HIS FIBROUS CHOPS, THE MIGHTY BEARD ANSWERS YOUR QUESTIONS...

Oh beard of wonder I've missed an issue of *OPM*!
George Grabson

There is a back issues hotline you can call and for a bag of silver and a polite word of adulation, you'll be furnished with your copy of *OPM*. The number: 0870 4448655

I would like to devote

my stubbly section to Chris Thursfield from Staffs. The man who picked up the award for Most Pernickety Bloke In The UK wrote in about "irregularities in *OPM's* publishing process".

"As a reader of your mag since *OPM74*, I have noticed the following: Regarding *Panzer Front Bis*:

'Check our preview next issue' *OPM79*, p.6. No preview, or apology in *OPM80*..."

Publishers do delay games sometimes, as happened with *Bis*, we didn't realise you're so sensitive as to need an apology. Sorry.

"... *OPM80* - careers advice is worthy but

ten pages of valuable space? Why not a pullout instead?..."

We get sackloads of mail every month from readers asking us how they can get jobs in the games industry. We're just giving people what they want, Chris.

Chris had more queries and points but I fell asleep after page six.

WE ALSO HEARD FROM

THE NAMES AND PLACES GATHERED IN *OPM'S* BULGING MAILSACK AND HEAVING INBOX

Mike Collins, Ashley Price, James Derounian, Katie Conkie, Ben Baikovitch-Fisher, Edward Sturgess, Nigelcsnell, David White, Andrew Busby, Fiomnsfid, James Marson, Robert

Strokes, Jonathan Henry Young, Lorraine, Darren Harwood, Jonathan Stenning, Rob Goforth, Jonathan Shaw, Campbell McInally, FunkyWebGeek, Amharth, Kim Watts, Joe Eversfield,

Rachel Allen, Lauren Thomas, Prankster McHugh, Dean Jackson, Phalaris, Maria Reverte, Danel Oluwatobi, Graham Kerr, Anita Ashley, Jacob Busby, Tim, Stacey Welsh and more...



LETTERS

Your Text Messages

STUFF U LUV

ALRIGHT BOSS U LOT R DA
RUFFEST U GOIN WID DA FLOW
KEEP IT TRU! – **ZUBBY**

HI I THINK THAT THE COMP FOR
MAKING A PS1 GAME COVER & TO
GET IT FRAMED IS COOL SO I AM
GOING TO GET DRAWING – **KARL
B, PETERBOROUGH**

I THINK THE NEW GOAL OF THE
MONTH COMPETITION U HAVE
BROUGHT OUT IS ACE IM GOING
TO ENTER IT IVE GOT A SCORCHER
ON ITS WAY RIGHT NOW – **ANDY**

HEY *OPM* GOOD LUCK ON GETIN
THE *FINAL FANTASY* GAMES
RELEASED IN THE UK EVEN IF ITS
2 LATE FOR ME I GOT THEM ON
IMPORT TOOK ALL MY CASH! – **SI,
LIVERPOOL**

HI MY NME IS ADZ N I JUS WNTD
2 SAY TANX EVERY1 AT *OPM* 4
DOIN TAT FEATURE ON GETTIN IN2
DA GAMES INDUSTRY COZ ITS
DEFO DA JOB I WNT! UR DA
BESTEST MAG EVA! – **ADZ**

I WANT *WHO WANTS 2 BE A
MILLIONAIRE* ON PS1 BUT MY
HUBBY WONT BUY ME IT! USE
URE INFLUENCE 2 MAKE HIM GET
IT OR I WON'T STOP CRYING!
WAAAAAAAAAAAA – **KRISTEN**

OPM: INFLUENCE ON...
(WAITING)... NOPE, DIDN'T WORK.
BUGGER.

I THINK DIS PLAYSTATION MAG IS
DA GREATEST MAG ON DA
UNIVERSE I LUV DA REVIEWS AND
DA CHEATS AND TIPS RLY HELP
ME THRO DA GAMES *OPMS* MAG
IS WELL AND TRULY DA BEST –
JONATHAN

I FINK DA DADDY IS SPESH,
CHEEKY AND RUDE BUT Y DOES E
LOOK SO RUFF N CRUDE? IS E IN
PAIN OR SMETHNG? – **NIGEL,
PRESTON**

HI *OPM*. U ROCK BUT Y U KILL OFF
MUMFORD? HE'S GOOD FR A
LAFF. I STILL FINK UR GR8
THOUGH – **FRG**

HI *OPM*, I OWN *SF 2* N 3. THEY
ROCK! BUT Y DOES ARAMOV SND
DFFRNT IN EACH GAME? –
ANDY HALIFAX



**r u lot cmpltly nuts or wht? u luv dis, h8 dat, cldn't
giv a hell bout da udder. Uze da mst entertaining
bnch of txtrs on da planet!**

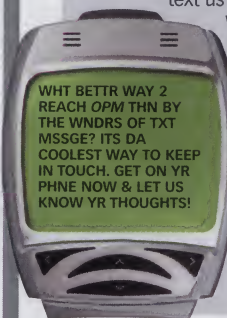
TEXT MESSAGE *07764 176885

Snd us yr txt msg rvws

The *OPM* mobile never stops beeping –
and we love it! Keep your texts coming
and look out for lots more things to
text us about next month.

We'll also be having
some great prizes
for the best very
ones – but please
put your name at
the end of the
message!

*Please note
that the number
is for text
messages only



Scare Eyeland:
Mike gives us all
an eyeful. Groan



MONSTER OR MINGER?



Mike: "Hey don't
diss my game!"

You say:

MONSTERS INC IS THE BEST! – **LID D**

MONSTERS INC IS JUST A BUNCH OF
WACKY 80S COLOURED CRAP MY
AMIGA HAD BETTER GRAFIX – **ANON**

MONSTERS INC DEM WOZ OK. *OPM* IS
THE ONLY PS1 MAG WRTH READING,
REST JST "CHEAP" IMITATIONS – **LOL,
LANCS XXX**

HI JST 2 LET U KNO THAT *MONSTERS
INC* IS COOL – **SHARLENE F RAVIGAR**

I WOLD LIKE TO SAY TOP MAG, LOADS
OF GREAT STUFF BUT *MONSTERS INC?*
LOAD OF RUBBISH, ONE WORD – (NOPE,
CAN'T SAY THAT IN *OPM*!) – **RICHARD,
ARMAGH, N IRELAND**

I LIKD DA *MONSTERS INC* DEMO BUT IT
WAS 2 MUCH LIKE *SPYRO*! I THINK THIS
MAG IS GR8! – **STEVEN YORKE,
SOUTH WALES**

MONSTER INC? NAH! NOT ME THING!
OK? – **ALEX W**

REGDRING *MNSTRS INC*. YOR GR8 DEM

NUTTERS' CORNER



You say:

U GUYS GOT ME AND MY GIRLFRIEND 'CLOSER' TNX OPM MAG UR DA GR8TEST – **JAMES, NEWMARKET**

OPM: AHEM...

VIB RIBBON IS VERY BOUNCY. IT REMINDS ME OF SQUIRRELS – **JORDY**



Cwazy: Nuts abut sqrris or jst nuts?

GIVE US A PLAYSTATION, AH GO ON, GO ON, GO ON, GO ON! – **CHUCK U FARLIE**

HAS N E 1 NOTICD DAT AL BIKHAM IS V ATTRACTIVE? – **P**

LIKE MY MOTHER ALWAYS SAID, NEVER TRUST A MILKFLOAT – **ANON**

I JUST GOT THE LOST WORLD... OOPS – **ANON**

HI MY NAME IS JAMES I WOULD LIKE 2 KNOW IF THERE WOULD BE A GAME FOR DARTS PEOPLE 2 PLAY ON PLAYSTATION – **JAMES, APPARENTLY**

PLEASE, PLEASE PUT ME IN DE MAG! – **ANON**

ABRACADABARA... NOPE, U'RE STILL VERY UGLY – **ANON**

I ATE OPM'S HAMSTER! – **ANON**

I PLAY WITH MY WELLIES ON HOW DO YOU PLAY URS? – **JAY PENSKI**

I HAVE AN IMAGINARY WASTE PAPER BIN CALLED TERANCE THE FLATULENT 4 POLITICAL PURPOSES ONLY – **ANON**

Rant On!

FF CHRONICLES BETTER GET ITS ASS OVER HERE OR IM GONNA POP A CAP IN MY OWN, WHY SHOULD THEY GIT ALL DA GOOD GAMES? – **SEAN**

YO OPM, U NO U ARE HELPIN SELL RECORDS 4 THE BAND OPM WIV U BOTH HAVIN THE SAME NAME. AIN'T I THE CLEVER PIGEON SALESMAN? – **JAZ-PEAR**

THE PIZZAS R CMING. HIDE. I SED HIDE! – **ANON**

I KNOW MY TEXTS R NOTHING 2 DO WITH OPM & THEY WON'T WIN ANY PRIZES (2DIRTY, ISH) BUT THEY WILL GIVE U GUYS A LAUGH – **JIM**

DA LST WRD



Nick Ellis
Dr Hilary Gnarlis

Uze lot are crzy evn whn ur being serus! Appartny, we elped more dan al da agony ants out der in bringng james an is missus together! Den ders da redeer dat wants to be in de mag an dont give der name... mental and if dat wasnt bad nuff, pizzas are aving US fr dinner! An jim, like the ddy wood say – "Cut it, sahn, we're innocent pups here on OPM!"

STUFF U HB

DA HARRY POTTER SHOULD CHANGE DA NAME TA HARRY SNATTER ITS CRAP – **MAD FANYARD**

BRBIE EXPLRER IS A PILE OF *@*+! IN MY UPINYUN – **TIMOTHY DALY**

UEFA CHLNGE IS A WASTE OF 20 QUID. BY FIFA INSTED! – **ANON**

FIFAISCAPEVRY1NOSDATISSISDA BEST – **DANDAMAN**

I JUST WANNA SAY DAT MY @55 LOOKS BETTER DAN D CHEAT DADDYS FACE!! CHEATS MOMMY MRE LIKE – **PHIL NELSON**

SPIDERMAN 1+2 R CRP THEY R 2 EASY AND IF I WAS U I WOULD SAVE MY MONEY – **DIEGODDIE**

AM I NLY PERSON THATS P'D OFF W/TOP 5'S? DRIVER 2 SHUD BE ABUV DRIVER 1, FF9 ABUV FF7, MOH UNDERGROUND ABUV MOH, GTA2 NOT GTA, SPYRO3 NOT SPYRO2 – **ANON**

YOUR CHALLENGES R TO EASY MY MUM COULD COMPLETE THEM WITH NO FUSS! – **BOB**

SPYRO IS CRP, I HATE PLATFORM GAMES, I MUCH MORE PREFER CRASH TEAM RACING! ITZ WIKID! – **DA ROBSTA**

D DADDY IS AN UNINTELLIGIBLE SACK O LARD – **ANON**

GUNFIGHTER DEMO IS A PCE OF @*+! FROM DA DEVIL – **ANON**

I THINK DAVID BECKHAM SOCCER IS CRAP EVEN WHEN YOU GO RIGHT IT GOES LEFT – **ALEX MONK**

WHY DOES THE DADDY LOOK LIKE HES GOING POO AND HE RKONS E'S ARD, TRY COMING TO EXMOUTH U PUNK FACE – **LUV THE GENERA**

TXT ON...

- **Who do you hate most?** Who are your most hated PlayStation characters and why do they wind you up?
- **What games do you want tipped?** Keep sending in your most wanted cheats by txt – put 'ddy' at the beginning of your message
- **Greatest game ever?** We still want your GGE messages and it would be neat if you could also tell us why the game gets your vote



Two's up: U cn ply as Mke or Sly

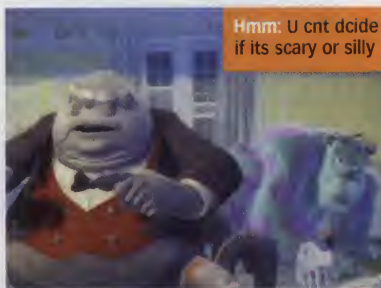


MONSTERS INC? DA ONY TING SCARY IS ITS SHCKNG GRAFIX AN TRYFYNG GMEPLAY. MONSTERS STINK, MRE LKE – **ANON**

I LKED MONSTERS INC, NTHNG AWESME BUT WUZ A BIT OF A LAFF AN I LIKE BIG BLUE FLUFFY TINGS SO DAT WUZ COOL – **KARLA, CHEPSTOW**

DON'T KNO IF ID BY IT BUT MNSTRS INC WUZ FUN AND BTTR DAN I THOUGHT IT WLD BE – **SIMON, GLASGOW**

IM NOT HAPPY WITH THE MONSTERS



Hmm: U cnt dcide if its scary or silly

INC CASE. I PAID £30 FOR A CARDBOARD ONE INSTEAD OF THE ORIGINAL PS CASE – **GRACE WEIR**

DA LST WRD



Scott Anthony

Monster or Minger? wel looks lik da majority of u finks its prty cool n good. Dat said, those dat dont like it hate it big time! Apart from the graphix what else d yu like about the game? Get txtng and tell us wht it is dat makes it cool or pap in yer gaming eyz! Sirt yr txts with the wrd 'mnstrs'.

PRMPTD ME TO BY IT, WHCH I DID ONE DAY AFTA I PLAYED THE DEMO! ONLY ONE CATCH... IT CST ME £50 AS I GT IT B4 IT WNT ON SALE! – **OLLIE OF HULL**

MONSTERS INC IS WKD – **SULLY N MIKE!**

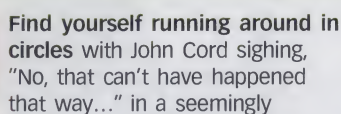
JUST TO SAY THAT THE MONSTERS INC DEMO WAS BRILIANT, GRAPHICS WERE GR8 – **LUCY**

MONSTERS INC PLAYS LIKE RUGRATS SEARCH FOR REPTAR! – **KEVIN CROSBY, LEICESTER**

[CHEATS](#) [TIPS](#) [GUIDES](#) [SOLUTIONS](#)

We've got more tips than the Himalayas... more tactics than the World Cup Finals

HOW TO... MAKE PUZZLING A WHOLE LOT EASIER



infinite loop? Yep, a lot of you are having problems with this point-and-click puzzle exercise, dressed up as an action adventure. You need time, life and ammo to dispatch the enemy, so you can peruse the scenery and experiment until the old noggin comes up with the answer. These action replay codes make staying alive a breeze. All you have to do is go figure out the next move.

```
80020F7C 0000
80020F7E 0000
```

D01D522E FAFF
30198B70 0009

D01D522E F5FF
30198B74 0009

8008BD48 0000

```
80020F4C 0000
80020F4E 0000
```

```
80020FB4 0000
80020FB6 0000
```

```
800490E0 0000
800490E2 0000
```



UNDERGROUND
In Options, select Passwords and type in ENTREVOUS. Go to send, return to Passwords and type PORTECLEFS. This unlocks new multiplayer characters and all secret codes, levels and medals.

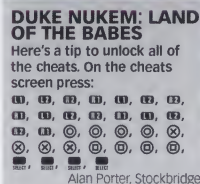


EEL NATS
To get everything

For infinity webbing

For big heads

For invulnerability

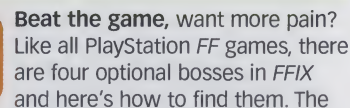


Here's a tip to unlock all of the cheats. On the cheats screen press:

☐ 11 ☐ 12 ☐ 13 ☐ 14 ☐ 15 ☐ 16 ☐ 17
☐ 18 ☐ 19 ☐ 20 ☐ 21 ☐ 22 ☐ 23 ☐ 24
☐ 25 ☐ 26 ☐ 27 ☐ 28 ☐ 29 ☐ 30 ☐ 31
☐ 32 ☐ 33 ☐ 34 ☐ 35 ☐ 36 ☐ 37 ☐ 38

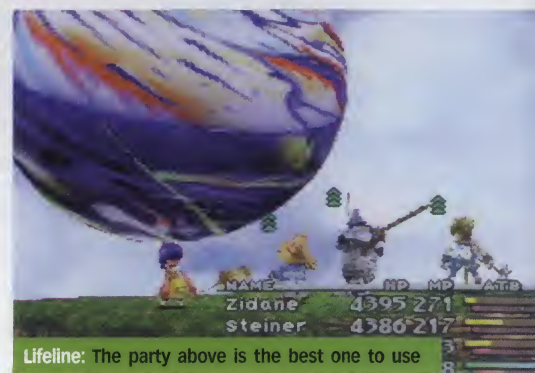
SELECT # SELECT # SELECT # SELECT #
Alan Porter, Stockbri

HOW TO... FIND THE HIDDEN BOSSES



first one is a Tantarion and you'll have just two opportunities to fight him. It's not wise to face him at the first opportunity but he's worth taking on during disc three, when you go to Alexandria in search of Dagger and Eiko. Before going to the top of the castle, go to the library on the left side of the hallway, then go to the bookcase in the bottom left corner. 'Talk' to the book on top of the suitcase to initiate the fight.

The second optional boss is freaky Quale. You can fight Quale by entering the Qu's Marsh when Quina has caught 99 frogs. Thirdly, there's Hades, who can be found in Memoria behind a coral reef on the right, when you get to the area where Quina thinks he/she can fly. Lastly, and probably the hardest boss in any *FF* (yes, even harder than *FFVII*'s Emerald Weapon) is Ozma. When you have a gold Chocobo, go to the Chocobo's Air Garden and examine the Eidolon grave for the fight of your life! ●



Got a top cheat or a skill way of playing a game? Then send it to us and we shall print your genius for all to see! We might even slip you a free game for your trouble, too.

Address

My Tip is:

SEND THIS FORM TO: MY TIP WILL CHANGE YOUR LIFE

OFFICIAL PLAYSTATION MAGAZINE. FUTURE PUBLISHING, 30 MONMOUTH ST BATH, BA1 2BW





GAME AID
Oi...Slaaaaag...it's



"Doin fings the ardy way is fer idiots. Watch and learn..."

Cheats! Daddy

He's the Daddy... the Cheats Daddy... mess, and you're in for a knuckling...

FINAL DOOM

WHOOOP THOSE UGLY MOTHERS FOR GOOD

During play, pause the game and enter the code of your choice to make hell easier

Full map

△, △, ▢, ▢, ▢, ▢, ▢, ○

Map objects

△, △, ▢, ▢, ▢, ▢, ▢, ○

Full guns and ammo

⊗, △, ▢, ↑, ↓, ▢, ←, →

Invincibility

↓, ▢, ○, ▢, →, ▢, ←, ○

Level warp

→, ←, ▢, ▢, △, ▢, ○, ⊗

X-ray specs

▢, ▢, ▢, ▢, →, △, ⊗, →

Passwords to get to the master levels

Level two Virgil

RBF9D395SQ

Level three Canyon

1L3C1F7X02

Level four Combine

HLLZTPOKKK

Level five Catwalk

6J1NWHFR64

Level six Fistula

8WWRSSHM79

Level seven Geyron

D9SOWVFJFC

Level eight Minos

HS9YW3HMF C

Level nine Nessus

OSSHCFWVYW

Level ten Paradox

HT!OVLXLD B

Level 11 Subspace

J77VYTMDCF

Level 12 Subterra

6XDHRW25!8

Level 13 Vesperas

C33W2YOGHK

Level 14 System control

FP62ZMSWJG

Level 15 Human barbecue

D5510QKRKH

Level 16 Wormhole

ZVBKT!O69!

Level 17 Crater

1CCTV9GQ!9

Level 18 Nukage processing

TM4OLJ2ZKJ

Level 19 Deepest reaches

HYY4GQ9GSQ

Level 20 Processing area

!5NR4W7C20

Level 21 Lunar mining project

1FFGVZ1777

Level 22 Quarry

SN5YORKIGH

Level 23 Ballistyx

ZBBST6R89!

Level 24 Heck

GK25JLV3LL

Level 25 Congo

G224SGYSNL

Level 26 Aztec

TR8WXJVNBD

Level 27 Ghost town

XBBRT67N8!

Level 28 Baron's lair

NGZ9HTCMMP

Dear Daddy

DRIVER 2

Dear Daddy, Could you give me some secrets and cheats for Driver 2?
Grace Curtis, Surrey

DADDY SEZ...

Yer in luck gal, I'm the biz when it comes to loosing the auld bill!

Get all cheats

Complete the game to get all cheats and two new tracks

Las Vegas invincibility

Go to the main street north of the Tropicana street. Facing north, you'll see a large building with some black in it to your right. At the end of the building, you can see the front of some stores. There you'll find the switch that enables the invincibility cheat. To activate it, choose gameplay and then secrets in the options menu.

Rio immunity

You'll start facing the highway. Turn 180° to go the other way. Take the third street on the right, and you'll pass the big lake. Just after the lake you'll come to an intersection. Turn left to find a building with a garage and a normal door (the building has a barbed-wire fence on it). Go to the building to the right, it's black with white windows. On the left side of this building is a door. Press ⊙ at that door to enable the immunity cheat. Activate the cheat in the same way as Las Vegas invincibility.

Longer mission time

Press and hold ⊙ when the please wait screen appears and hold it until the mission starts



DAVE MIRRA'S FREESTYLE BMX

Dear Daddy, I'm stuck on my Dave Mirra's Freestyle BMX game. I need cheats, please help me.
Karl Zimmerman, Dorchester

DADDY SEZ...

Blinkin' 'eck, can't 'andle two wheels, kid? Still, da Daddy's feeling kind.

All bikes

On the bike selection screen, press ↑, ←, ↑, ↓, ↑, →, ←, →, ⊙

All styles

On the style selection screen, press ←, ↑, →, ↓, ←, ↓, →, ↑, ←, ⊙

SOUL BLADE

HACK AND SLASH SWORD PLAY

Unlock Soul Edge

There are three ways to unlock Soul Edge so he'll be playable. When you unlock him you'll also unlock a new title screen.

1. Enter ALL on the high score screen as your name
2. Play (or leave on) the game for 20 hours straight
3. Finish the game with all ten characters

Unlock Sophitia

Unlock her eighth weapon, then on the character select screen cycle left or right until you see the new version of the babe

Unlock Sophitia (again)

Unlock every weapon for every character in the game

Unlock Han Myong

After unlocking Soul Edge, finish the game twice in a row using Hwang and Seung Mina, respectively

Unlock Siegfried

Unlock his eighth weapon

Xplorer codes

Player one infinite energy

87BC87ODC426

Player two infinite energy

87B18645C426

Maximum weapon strength player one

87913830D595

Maximum weapon strength player two

87A8B9F8D595

Infinite time

876215821555

All weapons

B7B178383535, 17131EA1C234



"A word to the wise"

Listen straight, mah sahns - cheats can play a dodgy one wiv yer games



Complete Square's sixth instalment in style



Select level

● MAGIC p.66
● GENERAL TIPS p.67

● FIGARO CASTLE p.68

● VARGAS VS SABIN p.68

● ULTROS p.69

● UNDER THE SEA p.69

● S. FIGARO p.70

● SECURITY CAVES p.70

● KEFKA p.71

● OPERA HSE p.71

● FIRE & ICE p.72

● ROBOBOSS p.72

● GESTAHL p.73

● ATMA WEAPON p.73

FINAL FANTASY VI

FOR THIS MASTERCLASS YOU WILL NEED:

AMPLE FREE TIME ☒ MAGICAL ABILITY ☒
A SENSE OF HUMOUR ☒ A POINTY HAT ☒

Official Masterclass

Magic and its many uses

Abracadabra!



Magic is an integral part of all the *Final Fantasy* games and the sixth instalment is no exception.

There are two types of magic on

offer: White and Black.

White magic is used for healing, increasing abilities and general non-offensive functions. Black magic is focused on attacking and comes in many varieties such as Fire, Lightning and Poison. To use both types of magic effectively, you must be familiar with your characters and the enemies you face. If you cast Bolt against a lightning based enemy you will not damage the enemy, but heal it. However, if you use the element that opposes the enemy, it will have a much stronger damaging effect. Ice enemies are susceptible to Fire, Undead enemies are weak against life-giving spells such as Cure and so forth.



Party time

Make the most of your natural abilities

INFO SPOT

New footage?

In the newly released version of FFI, Square has added all-new FMV movies. You'll see one at the beginning of the game with crazy boy Kefta stealing the show, but many more appear throughout



PRE-MAGIC TRICKS

When you begin playing *Final Fantasy VI* you'll find that many of your characters can't actually use magic. Before they learn to use magic – which comes later in the game – you'll have to rely on strengths in other areas. Here are some of the key non-magical abilities you can make use of...



EDGAR

Edgar has a non-magical ability called Tools which enables him to use projectile weaponry. This can be very handy when he's fighting in a big battle as most of his tools will attack multiple enemies. AutoCrossbow is very effective early on in the game as it is powerful and will make a significant hit on every enemy.



LOCKE

Locke has an ability called Steal which enables him to take an item from whichever enemy he is facing. He sacrifices his attack for that round, but it can be very useful to collect items if you are low on GP (gold points). Also, some bosses have items that cannot be bought in shops.



SABIN

Sabin is one of the most powerful physical attacking characters in the game, and his Blitz technique can totally devastate the enemy. The first technique you encounter is called Pummel, and it knocks something like 250HP off in just one turn.

The key input to use for Pummel is **←→←**.



GAU

Gau is a great character to have in your group because of his ability to learn attacks. He has the skill Rage which, when activated, enables you to choose an enemy from his repertoire and set Gau going. He then battles with the same attack for the rest of the fight.

General tips

A quick reference guide

Fight

Keep it simple

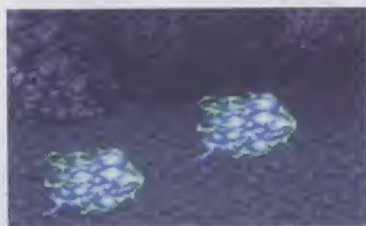
Unless you're in a hurry, try to fight through the random monster encounters. While you're walking round on the world map you will bump into many enemies and it's much better to fight them, steal what they have and take their points than run away.



Keep Fighting

Be persistent

If you do need to escape, keep attacking anyway. Don't just hold the shoulder buttons and forget about the fight, you might be able to win it before the game allows you to run away. EP and GP are much more valuable than time.



Steal

Reap the rewards

When you have the treasure hunter in your team, use his steal ability as much as possible. Stealing from enemies is a great source of items, and GP. If you find you have plenty of one item you can visit a shop and sell your wares. Unless you're really in danger and need Locke to fight, you should use Steal on most enemies.

Heal

Keep the HP high

In battle, use items to heal characters and when not in battle,

use your magic. It is much easier to restore MP (magic points) by taking a rest at an inn than it is to use an item to get your magic powers back. In battle, MP should be used for attacking and only for healing when absolutely necessary.

Formations

Effective battle tactics

Stand your offensive characters to the front and have your defensive or magic-using characters stand to the back. Defence is higher to the rear, and attacking from the front does more damage than from the back. Decide who are the stronger characters and stand them in front while the weaker characters stand back. If you have to use a certain character just for healing, then they should stand at the back to protect them. If you have a character who likes to constantly attack, they should stand forward to maximise their power.



Sleep

Virtually free recovery

Getting rest where you can will keep your characters HP and MP up, and will also cut down on the amount of Tonics, Potions and other revitalising items you use. Using an inn while in a town is much better than wasting a Tent on the world map, and it's much cheaper.

Chat

Gather information

Try to talk to everybody you see more than once. Some characters have more information than they are willing to initially let on and only by talking to them a second time will they reveal what they know. When a character repeats the first thing they said to you, you can be sure you've pumped them of everything they know.

Be A Miser

Save everything you might need

Collecting revitalising items such as Potion, Tonic and Tincture will aid you in the future. If you're in need of a bit of cash and are going to sell some of your stock, you should always try to sell these kind of items last. When you buy new equipment such as weaponry or armour, sell the old equipment back to the shopkeeper so you can reclaim a few GP.



Magicite

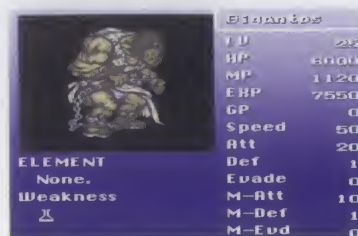
Esperes can be used and abused

The source of magic powers for the characters, apart from those born with it or those who have learned it (such as Terra, Celes and the Mage Warriors), is Magicite – the remains of an Esper. Equipping these gives you a powerful Esper attack and the ability to learn magic. The longer you are able to keep the Esper equipped, the more spells you will be able to learn!

Secret Bit

Extra options menu

When you defeat Ultros for the second time (in the opera house), you meet Setzer. After meeting him, Setzer will whisk you away on his airship. Save the game as soon as you land and you'll be able to access a new feature when you next choose to load a game. The feature is called BONUS!



continued from page 11

WHAT WOULD YOU do?

A Option selected



The Burning Fist is wound up but this time you're determined to dish back the pain after blocking it. Up goes your block. Yowzah! Pain city! Now, if you knew Tekken well, you would know that Paul's move is unblockable. D'oh!

Please Try Again



The hardest bits

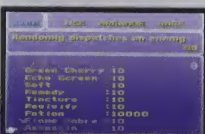
How to beat the World of Balance



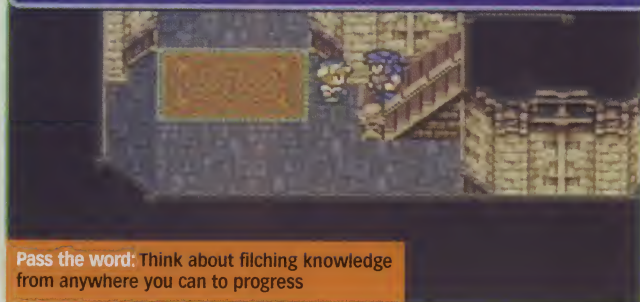
In such an enormous game, there are going to be bits that'll have you tearing your hair out. From bosses to puzzles, you'll have to use your brains to work each problem out. Alternatively, to prevent premature baldness, you can have a peek at our guide – we've decided to give you a few pointers.

Stock Up

Always have loads of Potions and Phoenix Downs.



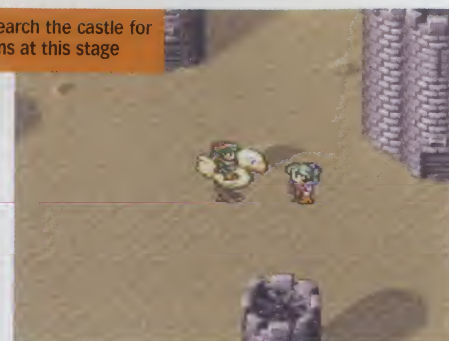
The password is...
"Rose bud"
▶ "Courage"
"Failure"



Pass the word: Think about filching knowledge from anywhere you can to progress



Handy freebies: Search the castle for much needed items at this stage



Figaro Castle

Don't waste time wandering



Not a particularly taxing event, but it can be quite frustrating not knowing where to head when you're not given specific

instructions. Not far into the game you'll find yourself in Figaro, in the middle of the desert. Once you're done meeting and talking to the king, and you've wandered around the castle itself – you will find a Phoenix Down, a Tonic, a Soft and an Antidote scattered about – you'll need to find the next trigger to continue.

Exit the throne room and use the door to the left, it will lead you into the sleeping quarters. Use the stairs at the bottom-left of

the screen to leave the main castle building via one of the side doors. Head across the sand to the left, but don't go down as you will return to the world map. Keep going left until you come across a similar, smaller building. This is the west wing of the castle and it is where you want to be. If you want to visit the east wing, you should follow the same instructions from the throne room, going right instead of left. There's nothing much of interest in the east wing though. Go through the door at the front of the west wing building and talk to the Matron who is standing on the left side. This prompts the story to continue.

Vargas vs Sabin

The first tough boss



When you meet Vargas in Mt Kolts, you'll have to defeat him to continue. The first stage of this pits two Ipooh against Edgar, Locke

and Terra.

Keep Terra attacking with Fire while Locke fights. Edgar should use AutoCrossbow and after a few turns the Ipooh should be destroyed. Next is Vargas. Again, have Terra cast Fire as this is her most powerful attack. Locke should fight and if you need to use any items for healing and such like, use Locke to do so as his attacks are the weakest of the three characters. Edgar should use his BioBlaster (if you have it) because it can cause considerable damage to Vargas each time it

makes contact. If you didn't pick it up, use the AutoCrossbow instead.

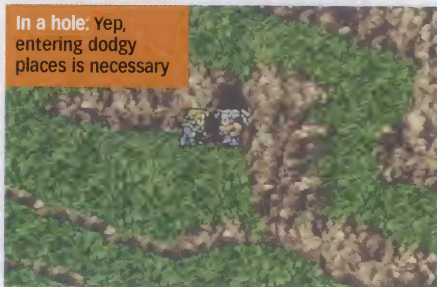
If you survived that, Sabin will appear and confront Vargas. You should continuously attack using the Fight command, but make sure you keep your HP above 130 by using Potions and Tonics as Vargas's Gale Cut will completely wipe you out if you're not in reasonable health. After some time, you will be instructed on how to use the Blitz technique Pummel. When you select Blitz from the menu, the cursor will appear beside Sabin. At this point you should tap ←→← and then ⊗. This will instigate the Pummel command. Once you've completed that, Vargas will succumb.



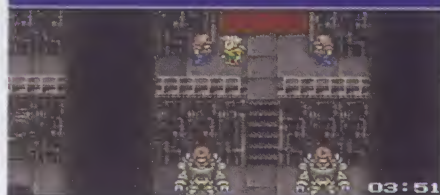
Man in black: You may beat Vargas and Sabin, but it won't be the end



In a hole: Yep, entering dodgy places is necessary



Kefka's been imprisoned for unspeakable war crimes. He's on his last legs...



Ultros

Eight legs are better than one



Tougher than he looks: Ultros can be deceptively tough for a calamari boy



Handle with care: Beware Ultros' tentacle attack as it's a very big hit



After cascading down the river **Lete**, you meet a nasty sea beast boss. It doesn't appear, initially, to be a particularly hard task, but bear in mind that Ultros's Tentacle attack can knock almost 300HP off all your characters. To conquer the octopus, have Terra cast Fire each time her turn comes. Edgar should use his AutoCrossbow, while Sabin should use his Blitz techniques. Banon has the ability to heal all the characters in one turn so use this every time you get the chance to. If you need to revive a character (unless it is Banon who has fallen, in which case the game will end) then use Locke to throw

a Phoenix Down while the others keep attacking and healing.

One Tentacle hit to Banon and he will die, so if you picked up True Knight from the Returner's Hideout then you should equip it to the strongest character before battling. This way it will be the True Knight who swoons, not Banon. You must revive True Knight immediately though, if Tentacle is used again there will be nobody to protect Banon.

The boss has about 3,000 HP so it's a tough battle, and it can be riddled with decisions whether to attack or use an item, cast a spell or revive a character. It's a thinking game too.

Room At The Inn

Visit inns after saving Shadow to view flashbacks of his past.



Under the sea

It's not all sunshine and seaweed

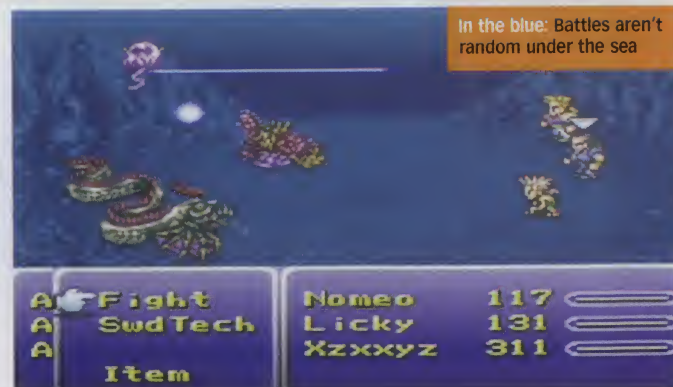


Once you've encountered Gau and he's joined your group, you'll have been taken to Crescent Mountain. Once in the water, you will encounter a bad guy called the Anguiform. Watch out! If this is in a group with other enemies, make sure you take the Anguiform out first. Use Sabin's Pummel and Gau's Rage TekArmour attack. Cyan's level 3 Swdtech doesn't have much of an effect on the Anguiform, only about 150 HP or so is knocked off, so try to use his level 2 Retort. If he can withstand and attack then he will perform a powerful counter-attack. Make sure you keep your party's HP up above at least 250, as the Aqua Rake attack takes off 200HP from each of your characters in one turn.

New boy: Having Gau is key to beating Anguiform



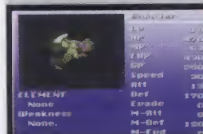
All the battles under the sea are forced, they are not random like the battles on the world map. You have to face the Anguiform at one point or another and defeating it will raise your EP, GP and get you an item or two. Try to heal your characters using Tonics, as these are easier to come by and cheaper to buy. Potions are more appropriate when your characters fall below 100HP, as this will boost them up to almost full health, but Tonics should be used to prevent them from getting so low in the first place. If the Anguiform uses a heavy attack and you've been waiting for the HP to get suitably low to justify the use of a Potion, then you're dead meat. Use Gau to throw the items as his battle timer fills up faster than either Sabin's or Cyan's.



In the blue: Battles aren't random under the sea

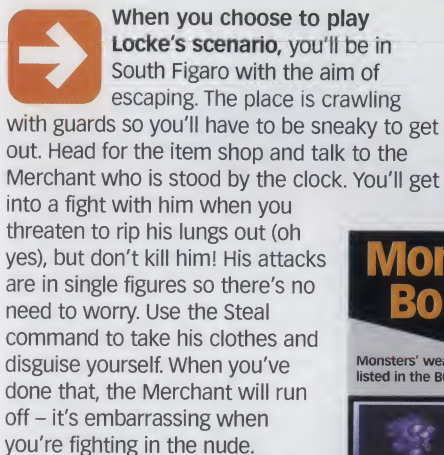
Fire Gobbler

Use Fire attacks on Gobblers to maximise damage.



South Figaro

Cross-dressing



Next, head onto the higher tier of town and follow it round to the left. At the end is a green guard

two in the building. The one you require is hidden in the basement (the right-hand stairs when you enter the café) and not the one who is in the bedroom at the inn. Fight him, steal his clothes and his cider and then you will be ready for the next step. Return to the old man's house where you can give him the cider and get him talking. Next, talk to the kid who's downstairs and give him the password Courage.

Monsters' weaknesses are listed in the BONUS menu.



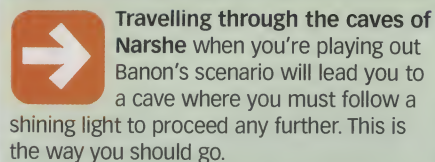
Nude attack Stealing clothes is the way forward

Scream, you blockhead.

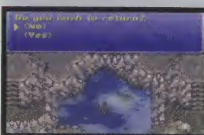


Security caves

See the light



On the Floating Continent,
don't return the Airship.



Kefka

The battle of the Esper



When you reach the mountain where the Esper has been hidden, you will need to take on Kefka's army and ultimately Kefka himself. You'll be split into three groups to take on the army – the group that gets to Kefka first will take him down.

There will be two groups of two and one of three, so make sure Locke goes in the group of three, as he's not particularly powerful but can be used to throw items. Team him up with Terra and Cyan. Put Edgar and Celes together, as they both have multiple targeting attacks, and Celes can heal both of them at the same time with Cure. Gau and Sabin work well together as Sabin has his powerful Pummel and Gau is a versatile character who is easy to control.

Simply choose an attack and he will use it throughout the fight. However, Gau has poor defence and will often die in battle. Only use a Phoenix Down on him when you are fighting a single enemy, not multiple enemies, as any more than one bad guy gives them chance to kill Gau as soon as he is revived.

Locke, Terra and Cyan should head for Kefka. Just before you get there, enter your inventory and heal all your characters, get Terra's MP to the top, and Equip the Optimum for each character. When you're fighting Kefka, Cyan should use his level two SwdTech Retort! Locke should fight and use items when he needs to, and Terra should use magic to cure the group, or each individual character.

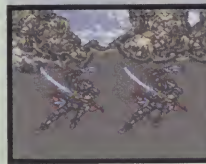


Team up: Making the right team is going to be vital



Ninja Winja

It is impossible to escape from battles with Ninjas.



Opera House

Know the score



When you reach the Opera House you'll have to remember the lines to an opera for Celes to be believable as Maria. If you're master in the memory stakes, here's what's written on the score. Simply recite it at the appropriate moment:

Scene One

Oh my hero, so far away now. Will I ever see you smile? Love goes away, like a night into day. It's just a fading dream...



Oh my hero, so far away now. Will I ever see your smile? Love goes away, like night into day. It's just a fading dream...



I'm the darkness, you're the stars. Our love is brighter than the sun. For eternity, for me there can be, only you my chosen one... Must I forget you? Our solemn promise? Will autumn take the place of spring? What shall I do? I'm lost without you. Speak to me once more! [Here you pick up the flowers. Climb the stairs to the balcony high atop the castle. Raise the flowers to the stars. You must hurry, you have just moments before Scene Two starts – the Impresario].

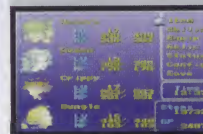
When Draco appears, you should chase him round until he turns into some flowers. Collect the flowers and then climb the two sets of steps and walk to the end of the balcony to continue the opera.

FMV moment: Here's one of the cool new FMV moments



Zozo Gogo

Take four characters with you when you leave Zozo.





Fire and Ice

Beating the Espers into submission



After you meet Kefka in Vector, you will find yourself in the room where drained Espers are disposed of. Use the save point in the left room to heal any wounds and save your game, then talk to Ifrit.

To defeat these bosses easily, you will need Gau in your group and he should have been taught Over-Mind, and have two Earring Relics equipped. Locke should be equipped with the Fire-Blade. When you are fighting Ifrit, use the Fight command, even though with Locke it will heal Ifrit a little it's worth it, and if you have Celes, use her Ice magic. If you do have Gau in your group, don't use his Rage command until Ifrit has gone. Instead, try to heal the party as much

as possible. If you take your time over killing Ifrit and keep your party's HP up, Ifrit should disappear and Shiva should fight you instead. Now the Fire Blade you equipped will cause extra damage to her as she is an Ice elemental. As soon as Shiva appears, you should have Gau perform his Rage Over-Mind command. If you can get him to pull this off when he has two Earring Relics equipped, the Elf-Fire will deal almost 2,500 HP of damage to Shiva! A couple of hits with Locke's Fire Blade and it will all be over.

When the fight has been concluded, collect the Shiva and Ifrit Magicite that they kindly leave for you and go and heal your wounds and save your game again in the room up to the left.



Fight or Flight?

It's usually better to escape if you come up against Igs.



Received the Magicite "Shiva."



Roboboss

Number 24 is a shifty bad guy



Not long after the battle with Ifrit and Shiva you'll come across an aggressive robot called Number 24 who blocks your path.

Equipment is the key to success in this battle.

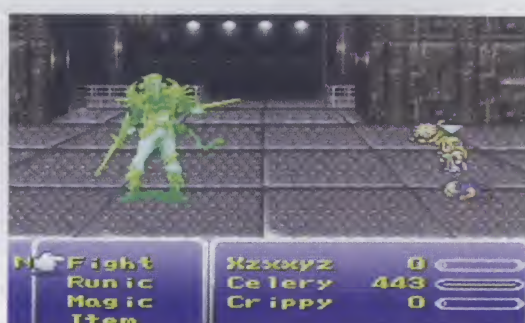
Number 24 has a magical ability called WallChange and when it is cast, the weaknesses of the boss is changed. A variety of attacks is necessary for you to succeed, so equip a different element of Esper to the magical attack element you have, and if you have an elemental weapon equipped, make sure it is different to the Esper and magic you may also have. This way you will have a variety of elements at hand and it won't

matter much what particular weakness the boss has.

When you are fighting Number 24, use Scan each time he uses WallChange to find out what his weakness is, and use your attacks accordingly. When he is weak to an element you have a particularly strong attack in, use Silence (Mute) or Imp to stop him from casting WallChange again (he can only cast two spells when he is in Imp form, and they are both recovery spells). A fantastic way of beating him is to have Gau in your group and he has Over-Mind in his Rage repertoire. When Number 24 becomes weak to Fire, use Over-Mind and watch him die miserably.

Alternatively, you can use Brawler, which will constantly deal around 700HP of damage with the Stone attack. If you don't have Gau in your group, or if Number 24 doesn't become weak to Fire, wait until he is weak to Ice as Celes can use her Ice Magic. Use the other characters to heal the character with the most powerful attack, and make sure you don't attack with an element that is opposite to the element Number 24 is weak to otherwise you will heal him.

Don't forget to use your Espers too, especially when the boss can't cast spells. When he is weak to the element you have an Esper in, give him all you've got!



Last Orders

Destroy the Air Force before the Missile Bay and Laser Gun.



Emperor Gestahl

A cup of tea and a chat



When you return to Vector and visit the emperor, you must engage in conversation. Depending on which answers you choose, the outcome will be different. Here's how to get the best outcome:

When asked what to toast, answer, "To our hometowns."

When asked about Kefka's fate, answer, "Leave him in jail."

With Doma's apology, answer, "That was inexcusable."

When asked about Celes, answer, "Celes is one of us!"

Remember which question you choose to ask Gestahl.

When asked about the Espers, answer, "Yes, the Espers have gone too far."

Remind Gestahl of the question you previously asked.

When asked to rest, decline the offer and keep talking.

When asked what you want to hear, answer, "That your war is truly over."

When asked if you will accompany Gestahl, answer, "Yes."

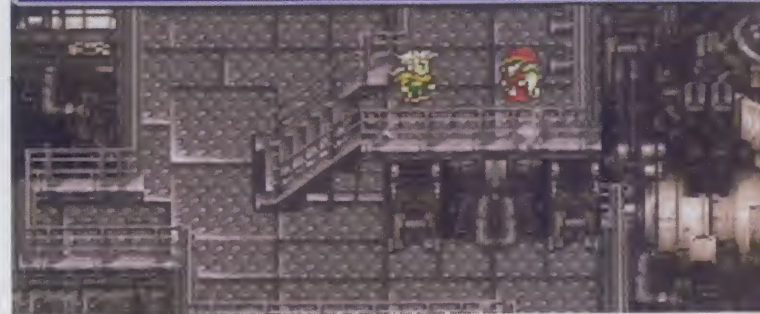
Quick Equip

Equip the Bismark Esper as soon as you get it.



When you leave, if you managed to talk to all the available soldiers before dining, you will be notified of South Figaro and Domas liberation. Depending on how well your conversation with Gestahl went, the stock room will be unlocked, you will get the Tintinabar Relic and also the Charm Bangle Relic, but it will not be apparent you have achieved this until a bit later in the game.

The Emperor's expecting you. This way...



To the Empire...
To the Returners...
To our hometowns...



That all you really want is peace.
That your war's truly over.
That you're sorry...

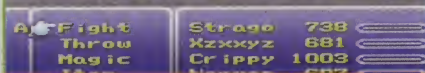


Atma weapon

At the end of The World of balance

Ice To Kill Fire

Use an Ice Rod on the FireEater for 3000+HP damage.



When all seems lost. Whatever happens in the battle, make sure you keep your HP up at all times



Nearing the end, you will come across a mega-violent bad guy called Atma who is as old as the Cosmos. You should have picked up the Atma Weapon equipment already, but Locke can steal it from the enemy if you haven't. He's a tough monster to beat because of his high-powered attacks, and he can be a pain in the backside to keep up with as you'll find yourself wasting turns just trying to keep a reasonable HP. Gau is always good when he uses his Over-Mind Rage technique, but make sure you keep an eye on him as you can't heal him with healing spells or items. Sabin should use the most powerful Blitz technique he knows, and Edgar should make use of his Drill. Ice2

is good spell to cast if you have mastered it, and Fire2 comes a close second.

Atma's hasn't got any weaknesses because he hasn't any element. This can be seen as a good thing (you don't need to worry about accidentally healing him), or a bad thing (there are no enormous attacks you can use to beat him into the ground). Watch out for his Flare attack. If he casts it, unless your character is over 1000HP by now, a Phoenix Down might be in order. Atma's Quake attack also has pretty devastating effects as it can take up to 500HP from each character. Make sure you keep your HP high on at least two of your characters so he doesn't wipe you out in one move.





No more hiding behind the sofa, let us light the way



Select Level

● INTRODUCTION p.74

● GUNS 'N' AMMO p.74

● GAME TACTICS p.75

● CARNBY'S QUEST p.76

● LIBRARY CHALLENGE p.76

● DEFEATING THE BOSS p.77

● ALINE'S ADVENTURE p.78

● THE FINAL SHOWDOWN p.78

Easy

Moderate

Sick, dude

ALONE IN THE DARK: THE NEW NIGHTMARE

FOR THIS MASTERCLASS YOU WILL NEED:

A FULLY CUSTOMISED ARSENAL ☒ A POWERFUL TORCH ☒
CHANGE OF UNDERWEAR ☒ FEAR OF THE DARK ☒

Official Masterclass

Who's afraid of the dark?

You're alone. And it's not sunny



Following a rather nasty plane crash, Edward Carnby and Aline Cedrac are left

stranded on the mysterious Shadow Island. If that's not bad enough, the island's resident psychotics are hell-bent on bringing darkness to the world and there are plenty of demons that'll stop at nothing to turn out your lights. Permanently. While on the island it's your task to find clues and solve puzzles on your way to stopping the evil Alan Morton. Years of research and biological experiments by

his family into the powers of darkness have culminated in Alan's discovery of the Gates To Darkness. Therein lies the realm from which the most sinister of creatures cross to the outside world. With the help of Aline and a prophetic Indian, Edenshaw, you must close this door. But first, you'll have to reach it. Using this guide, you should have no problems solving the trickiest puzzles and defeating the beastliest of beasts. And, of course, there's the final showdown in the depths of the World Of Darkness.



Man in black: Eddy, our hero and David Seaman lookalike

Bullet basics

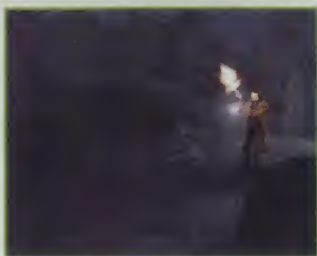
Save ammo or you'll be firing blanks



Carnby has an impressive arsenal at his disposal, but that doesn't mean

you can be trigger-happy. You begin the game with a customised 12-chamber revolver that fires two shots at once. Although this inflicts double the damage on your demonic foes, it also uses

double the ammo. Similarly, the more powerful triple-barrelled shotgun fires three cartridges at once. Keep an eye out for ammo pick-ups and crystal battery chargers – there aren't very many so you'll need them all. Be sure to aim carefully using **LB** and conserve your ammo or else your quest will be rather short-lived.



Nightmare creatures: Sharp shooting required

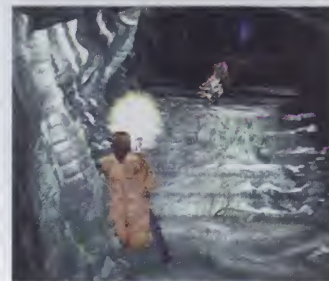
Weapon of choice

Shoot first. Ask questions later



To kill some monsters you'll need heavy artillery; a Photosaurus or Night

Ripper will only be taken down quickly with a rocket launcher. Dogs Of Darkness and Hybrids, however, need just a couple of shotgun blasts. The revolver, though pretty useless against any of the larger creatures, is perfect for exterminating little critters like Luxrats and Arachnocides. Later in the game, the Plasma Cannon and Lightning Gun will make short work of any would-be hell raiser. And if you want some serious firepower, the Photoelectric Pulsar is the only choice. It may use up a lot of battery power, but it certainly packs a punch.



Light up my life

Be a bright spark and use your torch

➔ **One of the best weapons available** to you is your trusty torch. Keep it switched on at all times because without it, you're finished. If you use your radio (R), then make sure you turn the torch on again afterwards by tapping O. Effective use of the torch will not only make visibility clearer, but can actually harm some enemies.

Being creatures of darkness, they will try to hide away from light giving you a chance to either blast them or scarper! Look out for objects that shine or twinkle in the beam of your torch, as they are crucial to completing your quest. Levers, light switches, clues and, of course, guns and ammo will all reveal themselves to you like this, so keep your eyes peeled.



Medical attention

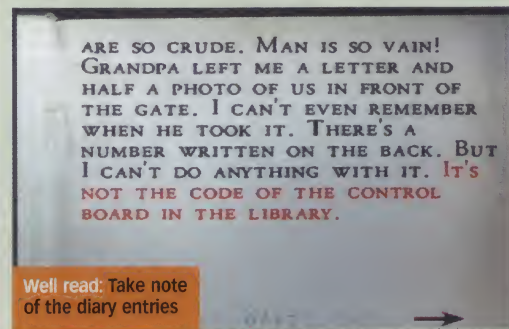
Wounded? You'll need this then

➔ **Even if you're the best shot** in town or just plain jammy, it's inevitable that you'll pick up a few knocks along the way. Luckily for you there are plenty of first-aid kits scattered around the island. Don't wait until your energy status is red to use them though – if you face a sudden attack by a group of nasties, it'll be too late. As well as first-aid kits, you can fill your flask with healing fluid at the green luminous fountains in the World Of Darkness. However, there aren't many so stay alert!



Read and learn

A little reading goes a long way

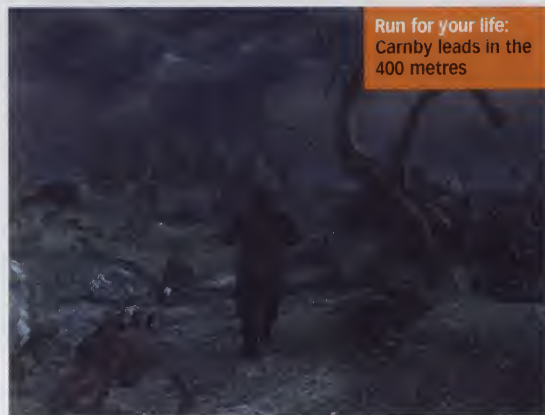


➔ **Along the way you'll find lots of books, diaries and letters** that are essential reading. These contain plenty of information concerning the plot of the game and, more importantly, reveal vital tips. Key hints are written in red ink and without them you simply cannot solve certain puzzles. Once collected, they can be reviewed in the inventory screen.

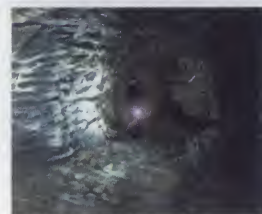
Run like the wind

No bullets? Best get your trainers on

➔ **Though not the most dignified way to win a battle,** running away like a startled ferret is sometimes your best, and only, option. If you run out of ammo or wish to save it for bigger foes later in the level then it's wise to scarper, especially if you're facing smaller enemies or the ridiculously slow hybrids. Bear in mind that many enemies will chase you and, in the World Of Darkness, they will regenerate and become an even greater threat than before. If you can, run past the beasts. If you can't, you'll have to retreat and hope to find some ammo or Linford Christie's legs. Keep an eye on your map too – you don't want to run into even more trouble or find yourself cornered in a dead end.



Run for your life: Carnby leads in the 400 metres



Dark knight: Join Carnby in his crusade against evil



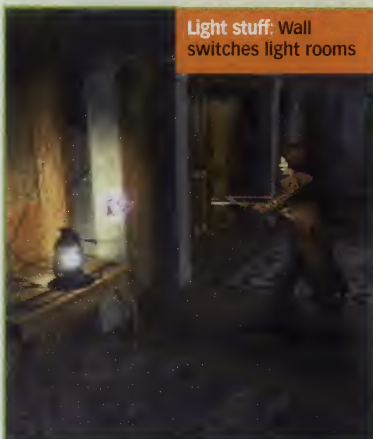


Mirror magic

Unlocking the first painting



The first puzzle is in the entrance hall of Morton's mansion. As you enter, the lights go out and there are some critters that need a few shotgun blasts. Go to the left of the screen and turn on the lights before returning to the mirrored door through which you entered. Now push the statue on the left towards the mirror by walking into it and pressing **⊗**. The initials H, M are revealed, which you must enter into the mechanism on the statue. This unlocks the farthest right painting up the stairs, revealing a small rusty key.



Light stuff: Wall switches light rooms



Key location

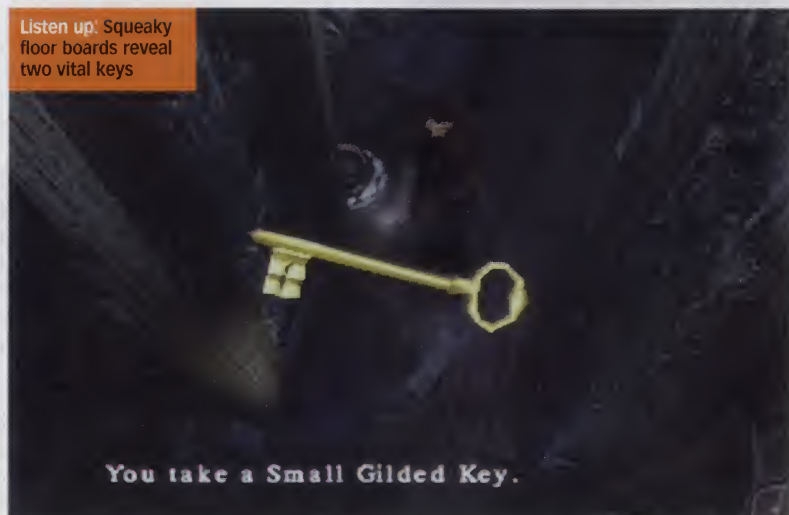
Beneath the floorboards



As you enter the east attic there is a section of flooring that's hollow. To find it, walk along the room until your footsteps sound different as you step onto the floorboards. They also appear slightly lighter in colour under the beam of your torch. Use the crowbar from Obed Morton's study to reveal the gilded key and also a small key that unlocks the desk in Alan Morton's study.



Listen up: Squeaky floor boards reveal two vital keys



You take a Small Gilded Key.

Library challenge

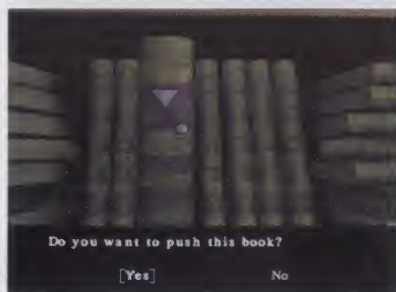
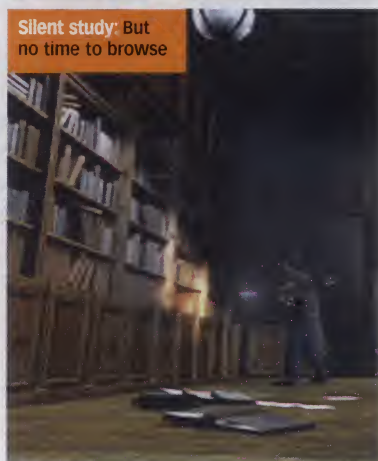
Ssshhh! Can't you see I'm reading?



One of the trickiest brainteasers in the game is the book puzzle in the library. To complete this challenge you have to push four books into their shelves in the correct order. The first book is at the end of the landing up the second flight of stairs (as far as you can go). The next book is positioned to the left of the light switch by the entrance doors, and you can find the third book at the foot of the first staircase. The final book, which unlocks another painting, is just past the ladder on the second floor.



Silent study: But no time to browse



Do you want to push this book?

[Yes]

No

Defeating the Procuraptor

Blast the winged beast into oblivion



In the library you will also face a Procuraptor. This nasty piece of work is extremely tough and, given half a chance, will fry you like a chicken from Kentucky. It's a relentless little blighter and you can't run away because the doors will lock automatically. Your only choice is to kill it. To do this, wait

until it hovers near you and blast it with any weapon, avoiding its lightning bolts. Wait for it to curl up and recover, then switch to the rocket launcher and show it who's boss. It will fly away for a moment, but don't rest easy just yet as it'll attack again. Repeat your actions until the beast is defeated and you'll be able to leave the library.



Abkanis incantation

Say the words, get the goodies

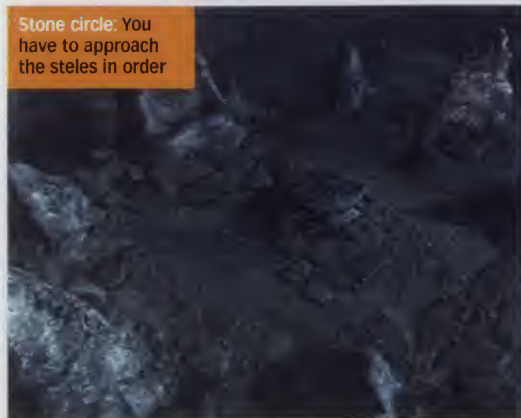


Once you have crossed the bridge on the moor (which then collapses) you reach the Megalithic

Abkanis ritual site. Carnby needs to work out which direction the steles are facing. The easiest way to do this is to press **LB** to view the map, and move the compass points over the site. You'll notice that the largest of the steles (at the top of the screen) is the northern

one, so approach it, press **X** and select the 'north' option. Knowing this, the other points follow accordingly. Now simply follow Aline's instructions and call her as you approach the steles she wishes to know about by using **LB**. Finally, stand in front of the east stele and listen to your dictaphone. You must repeat the words "Goul'ai Hypor Harnis Korna" by the stele to receive the bull statue and a stone stele.

Stone circle: You have to approach the steles in order



Swamp thing

Ever get that sinking feeling?



After leaving the Abkanis incantation site, follow the path through the caves. There are a

number of beasts you'll need to deal with here, so keep your trigger finger primed. As you enter the swamp, head to the left of the screen, avoiding the hybrids, until you reach the downed plane. Grab the goodies inside before going into the cockpit and checking on

the pilot. You'll be treated to a cut-scene as he wakes up, but don't stand around as the plane starts sinking into the depths of the swamp. A timer appears in the top of the screen and you have exactly 15 seconds to get the hell out of there! Exit using the same door you used to board and then watch as the plane (along with the doomed pilot) disappears into the murky water.

Plane to see: Nab the items, check the cockpit and get out



Secret lab stash

Hidden goodies to be found



There are some hidden items in the laboratory, which can be found in the underground passages of

the island. Fortunately they're just what you need, as there are plenty of dark beings waiting to finish you off in the following passageways. In the room where you collect the letter from Christopher Lamb to Obed Morton head towards the poorly lit

wall to the left of the screen. Have a good nose around and you'll stumble across a big cupboard. Open it to discover three first-aid kits and two more gas cartridges. Nice!

Don't get complacent though. Make sure you keep an eye out for those vicious Hybrids and other monsters as they're very protective of this stash and certainly won't give it up willingly.



Pet stop: Who's a pretty boy then? Give him a tickle...



Final fight

Put the evil Alan Morton to sleep



Carnby's final encounter is with a mutated Alan Morton, and he's not best

pleased that you've made it so far. You'll find him at the end of the Abkanis Necropolis, guarding the final statue head. Don't bother filling him full of lead, as he cannot be killed. Instead, simply fire five rockets (or use similar heavy weaponry) at him until he falls. Then quickly run past him to the dead

end towards the spear. Carnby will now slay the beast with the spear, leaving you to collect the statue head, climb the rope and place it on its mount. Finally, sit back and enjoy the final cut-scene as you've finished the game!

Or have you? You might have completed Carnby's adventure but start again and there's a whole new adventure waiting with Aline!





Aline's adventure

Alone in the dark with Aline. At last

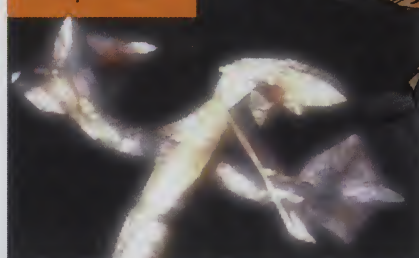
Torch the demon

Shed some light on the problem



As Aline Cedrac, you begin the game with no weapons and a slight injury. Use a first-aid kit as soon as you can to heal up. As you have no weapon, you must keep your flashlight on at all times. Luckily, it'll injure enemies as well as lighting your way. The creature in Lucy's bedroom, for instance, is immune to bullets, the only way to kill it is to shine the torch repeatedly in its face. How about that for a bright idea?

Bedroom bug: Torch the carpet critter

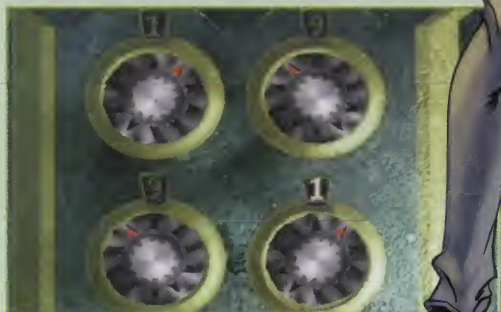


Monster madness

Monster in the library



Once you've opened the secret door in the library (by entering the code 1991 into the four code entry books) you can enter the secret study. Pull the lever to raise a containment chamber that holds your next foe, Howard Morton. Blast him three times with the shotgun, then run to get a good position and reload as he thrashes around in agony. Repeat this until he's down and out for the count.



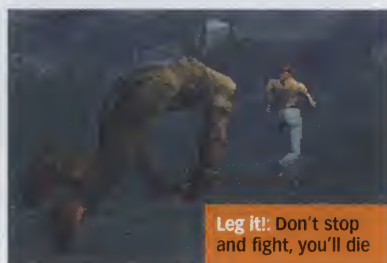
Howard's end

Run for your life. Really



Once you've left the mansion you'll find yourself in the gardens. All is not well though, as a mutated Howard Morton lunges to attack you. Don't bother trying to shoot him, as he'll recover every time. Your only option is to run like hell, and don't dawdle or he'll

catch you and cause you some serious pain. Check the map (LB) to make sure you don't hit a dead end and keep an eye out for a few dark beasts along the way. Run past the chapel and go inside the Morton family burial chamber. In here you'll be safe from Howard and free to continue your quest.



Leg it! Don't stop and fight, you'll die

Final showdown

Did you get my good side?



Aline's final encounter is tougher than Camby's. You must defeat Obed Morton but there's a twist. He has a 'good' and an 'evil' side and to kill him you must only shoot his evil side (the side that attacks you). The best weapon to use is the powerful

Lightning Gun but be sure not to hit his good side, or else he will advance towards you and cause some serious damage. Once you've shot his evil side 11 times, Obed dies and the only thing left to do is pick up the statue head and remount it in the chamber that you found upstairs.



Evil Morton: Only shoot his dark half

Call for help!

Every UK cheat line reviewed...

ACCLAIM Cost: 60p per minute
09068303330 OPM RATING: 5/10

ACTIVISION Cost: 75p per minute
09067535099 OPM RATING: 4/10

CODEMASTERS Cost: 75p per minute
09067535053 OPM RATING: 6/10

CORE DESIGN Cost: 75p per minute
09067532253 OPM RATING: 4/10

ELECTRONIC ARTS Cost: 75p per minute
09067532253 OPM RATING: 4/10

INFOGRAMES Cost: 75p per minute
09067535010 OPM RATING: 4/10

KONAMI Cost: 75p per minute
09067535070 OPM RATING: 4/10

SQUARE Cost: 75p per minute
09067535030 OPM RATING: 4/10

TAKE 2 Cost: 75p per minute
09067514151 OPM RATING: 7/10

THQ Cost: 75p per minute
09067535055 OPM RATING: 4/10

UBI SOFT Cost: 75p per minute
09064665200 OPM RATING: 6/10

INSPECTOR CHEATS Cost: 75p per minute
09050720018 OPM RATING: 2/10

CHEATS FOR FREE Cost: Local rate
08707430840 OPM RATING: 1/10

CHEATS UNLIMITED Cost: 60p per minute
09066095445 OPM RATING: 6/10

CHEATS UNLIMITED (under 16s) Cost: 60p per minute
09066095744 OPM RATING: 6/10

CHEATS*TIPS*SOLUTIONS Cost: 60p per minute
09068318400 OPM RATING: 3/10

WARNING: These cheat lines can involve lengthy calls. Please ask whoever pays the bill before you pick up the phone



Come and have a go!

Kick readers with your gaming prowess and watch 'em weep



John Taylor from Coventry has a straightforward but tricky challenge. Tough talking John goads us PS lovers with, "Yo OPM, can you beat Super Akuma in *Street Fighter*

Alpha 3? I can beat him with Sakura! I bet you Muppets can't match that!"

Hmm, this is a tough one, Super Akuma is by far the toughest character in any fighting game... ever. Still, we reckon that some of you

out there are black belts with the mystical joypad.

Make John choke on his own words and while you're at it, give him a dragon punch or two from us! Remember to send in your own challenges too... ●

TEST OF THE GAME GODS

Ha! You'll never beat my mighty challenge. Read it and weep OPM!

Name: Address:

My Challenge is:

My Personal Best is:

SEND THIS FORM TO: COME ON YOU WUSS, TAKE ME ON!
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TipsSearch

Need help? Here's where to find every OPM guide from the last eight issues

GUIDE

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- **WORLD'S SCARIEST POLICE CHASES** OPM75
Help with all the missions, levels and other mayhem!
- **SHEEP, DOG 'N' WOLF** OPM76 & 77
These instalments will have you panting like a dog. Mmm...
- **THE ITALIAN JOB** OPM78
We belted around every level to show you just how it's done
- **SPIDER-MAN 2: ENTER ELECTRO** OPM79
Every level busted and every secret revealed in the webhead's return
- **FIFA FOOTBALL 2002** OPM79
All you need to know to start banging them into the back of the net
- **SYPHON FILTER 3** OPM80
Crack this baby with our highly detailed maps and walkthrough guide
- **TONY HAWK'S PRO SKATER 3** OPM81 & 82
Every level goal sussed in part one of our fully mapped tips
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All in the next issue of **PlayStation Magazine** Official UK On sale 19 April

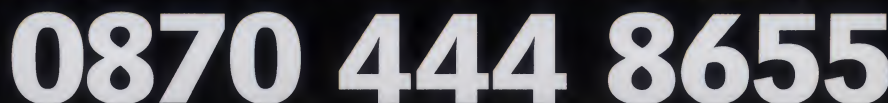


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discinferno

⬆ PLAYABLES Ⓞ VIDEOS ✕ CHALLENGES Ⓞ FAME

Enter



Multiplayer-madness! You've gotta love it. This month's disc has caused nothing short of an all-out gaming war in the OPM office. We've been challenging each other to duels of *Rayman Rush*, taking it in turns to crush Nick at *Total Soccer* and

then racing off some aggro in *Rollcage Stage II* and *Muppet RaceMania*. We've not neglected the single-player experience though, as we're also giving you the chance to get stuck in to *Alfred Chicken* and have another bash at one of the most atmospheric PS1 titles ever, *Alone In The Dark 4*. Enjoy! ●

VOYAGE OF DISC-OVERY

Using your CD is easy, it's just like booting up a game. Pop it into your PlayStation then scroll through the mouthwatering menu using ← and →, pressing Ⓞ to select the demo you want. After playing some of our demos you'll need to reset your console.

Disc-traction

Poorly CD? See below

Pack up your troublesome disc in an envelope and send it back to this address: **Official UK PlayStation Magazine, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB.** We'll test it and, if it's faulty, we'll send you another one. Please note: we don't keep old discs in stock, Lee is using them to make a life-size model of the Tyne Bridge.



Rayman Rush

PLAY! Ubi's floppy-eared mascot rabbit's back on PS1. Take your marks, get your 'Station set and **go straight to page 82!**

Champions League

JOIN! Only the crème-de-la-crème make it here. Are you one of the chosen ones? **Flip to page 95 now**



Fame, fortune & prizes can be yours

WIN! You show us your skills, we give you top notch prizes. Go on, prove yourself! **From page 82**



TURN OVER NOW FOR A BANQUET OF DELICIOUS DEMOS!

Rayman Rush ● Alone In The Dark 4 ● Rollcage Stage II ● Metal Gear Solid: Special Missions ● Star Trek: Invasion! ● Muppet RaceMania ● Alfred Chicken ● Total Soccer ● Play them now!





DISC INFERNO

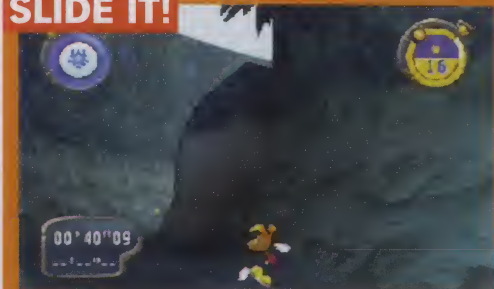
Rayman Rush

LEG IT!



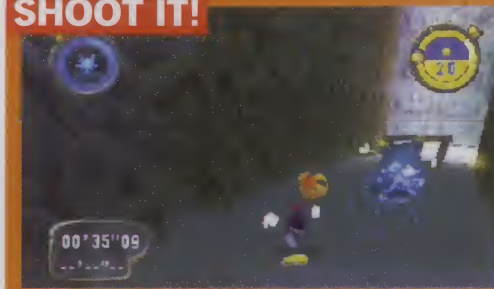
Marathon man: You'll need a lot of energy for our demo as Rayman and Globox have to tackle the courses on foot

SLIDE IT!



Wheeee! It's a downward spiral all the way to the finish, good job Rayman has great big clown feet to steady himself

SHOOT IT!



Fire and forget: You have the ability to shoot your opponent with a Freeze Ray, allowing you to steal back the lead

PLAY! "Ah but monsieur, like zee frogs, surely you cannot run wizout zee legs?"

Rayman Rush

**Official
Top Demo!**

THE FACTS GENRE **RACING GAME** • OUT **MARCH 2002** • PUBLISHER **UBI SOFT** • CONTACT **0870 800 6160** • OPM SCORE **N/A** • FULL GAME FEATURES **12 RACING ARENAS AND FIVE MODES OF PLAY**

Enter

THE NO-LEGGED RACE

➔ **Mon dieu,** our Gallic platform hero has turned his floppy feet to athletics! It's a golden rule in videogames that once you've starred in a few successful adventures, you're granted licence to appear in your very own racing game. But, unlike *Crash Bandicoot* and a million other cartoon characters, Rayman is opting to go it on foot rather than hop in a supercharged kart. So get your best running shoes on and boot up the demo disc for the next great Olympian sport – rushing. Beats curling anyway!

Our demo has two different tracks for you to sample, one a swift single-player race against Globox around the Water Canyon level, the other a two-player charge through The Canopy. Try them both out (the multiplayer option is especially entertaining) then cast your eyes over our oddball demo challenge if you fancy nabbing yourself a full copy of the game plus a stash of Rayman wares. Yep, we want all you budding artists to get scribbling again.

In the next issue of *OPM* we'll have a massive review of the complete *Rayman Rush* game. ●

CONTROLS

- ⊗ Jump/activate helicopter ears
- ⊕ Fire weapon
- D-pad Run



Cor lummy: The yellow hovering things that look like a Golden Snitch are called lums, snatch 'em by running right into them. Collect all the lums in the full game to unlock bonus bits. Collect them all in the demo and you'll have the satisfaction of knowing that you did better than weedy 'ol Nellis

Crash Bash: There are obstacles like rolling stones and fences littered around the tracks. Take care not to run into them, they'll mess you up

SPOILER ZONE

OUR DEMO'S A FAIRLY EASY AFFAIR. HOWEVER, HERE ARE A FEW TRICKS FOR FASTER RACE TIMES



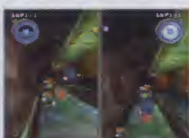
RACING LINES

There are plenty of blue arrows pasted onto the track that'll give you a temporary speed boost. Keep your eye out for them and try and run over as many as possible. If there's an object in front of the arrows, don't forget to jump it (⊗) or you'll crash.



SET FOR STUN

In both the single and multiplayer modes you can shoot your opponent with a Freeze Ray to slow them down. Just line up your shot and hit ⊕ to spew out a stream of blue gunk. You can also use the shoot facility to activate any switches you find.



SWITCHING LANES

This hint is for the multiplayer mode only (so don't tell your mates!). Toward the middle of the course, the track splits into two lanes. One side of the track has the blue speed arrows, the other doesn't. To bamboozle your opponent, shoot the switches in the centre (pictured) and the arrows will change lanes. Neat!



JUMP TO IT

Use ⊙ to jump out of the way of falling rocks or to reach high ledges. Rayman also has a special pair of helicopter ears that he can use to hover with. These come in handy when trying to avoid water obstacles or float to safety. Be warned though, they're not exactly speedy!

The Finer Points...

Nellisman!

Quick on the draw: The clowns in the OPM art team have mocked up Nellis to look like Rayman. Or does he really look like this anyway? Hmm, you don't want to know, readers. Anyway, following this example, we'd like you to draw a picture (or mess around with a photograph if you can) that shows you doing your impression of the limbless loon Rayman. The best drawing, as voted for by the art team, will nab a Rayman goodie bag.



TOP TIP

HIGH LIFE! In the single-player Water Canyon level, jump to the high platforms after passing the waterfall to get more speed-ups.

CHALLENGE OPM

Play the demo, rush the champ. Go on, he's armless



Nifty Nellis: Can you beat 41.42 secs? There's only pride at stake though

THE CHALLENGE

After the phenomenal response to our *Monsters, Inc* 'draw a scary beastie' challenge, we'd like you to get scribbling again. This time we're after the best Rayman lookalike. Draw a picture, mess with a photograph, whatever. Just make yourself look as much like Rayman as you can and we'll choose one winner.

THE PROOF

Er, just send us your picture. That's it!

THE PRIZE

One winner will receive a Rayman goodie bag that includes a copy of *Rayman Rush*, a Rayman T-shirt, figurine and a pair of wind-up running feet!



OPM CHAMP

Nick "legless" Ellis finished the single-player race in 41.42 secs. It's not in the challenge but let us know if you can beat him

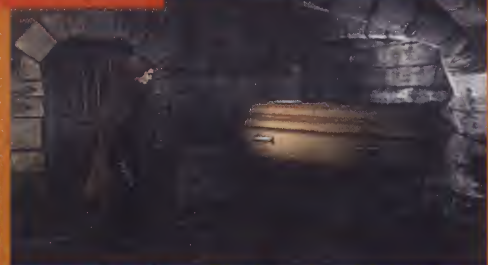
Race Me!
You'll lose



DISC INFERNO

Alone In The Dark: The New Nightmare

THINGS



Lookey here, what do we have? Hmm... oblong, a rancid stench. Yep, it's definitely a coffin...

THAT GO



OK fool, what you gonna do? Leave well alone like any sane person with a smidgen of a brain? Nah, thought not

BUMP!



See, we told you! Didn't we tell you? She's not the prettiest flower in the bunch and she's not smelling too good, either

PLAY! "Get ready to change your shorts as your life is about to become very disturbed"

Alone In The Dark: The New Nightmare

Official
Classic!

THE FACTS GENRE SURVIVAL HORROR • OUT NOW • PUBLISHER INFOGRAMES • CONTACT 0161 827 8061 • OPM SCORE OPM72 9/10 • FULL GAME FEATURES A SPRAWLING WORLD OF TERROR

Enter

PANT CHANGE, SIR?



Here is survival horror at its most creepy, atmospheric, where's-my-mum, control shaking best!

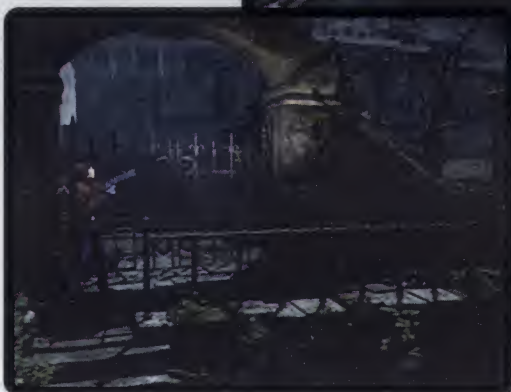
Make the most of this scary excursion into the odious sewers of the mansion by playing the demo with vibration on, lights off, alone and with the volume up. Feel your panic build as you take Edward Carnby on his first steps on the mysterious Shadow Island. The power of survival horror lies in the suspense in feeling that behind every shadow there's a hideous slimy thing waiting to get you. So we're not telling you how many enemies you'll come across. Once you've taken Carnby as far as you can, play again, searching every nauseating corner for precious ammo and beat our challenge. ●

CONTROLS

D-pad	Movement
START	Pause
X	Action, choose options, shoot when holding
Y	Hold down to run
LB	Flashlight on/off
RB	Inventory
LT	Map
RT	Aim gun
Left Stick	Move the flashlight around



Hope there are no floaters: Wading in the sewers is a slow business but holding the run button will shuffle you along a bit quicker




Big noise: This is what we want, a big gun that makes lots of noise and messy pools of evil scum!

SPOILER ZONE

KEEP LOSING?
CONSULT OUR
GUIDE TO THE
BEST SUBS.
BUT ONLY
IF YOU'RE
DESPERATE



FLASH THAT LIGHT!

Always have the flashlight on (use ) . The game will be more atmospheric and you'll find more items that are vital to your survival. Use the left analogue stick to move it around when searching for clues or goodies. The game looks cooler with the flashlight playing tricks with shadows.





LAST AID?

Don't panic if you get munched by some disgusting monstrosity. It takes quite a few attacks from the smaller enemies to bring your main man down. If you use the first aid kit when it's not essential you'll no doubt be left for dead when it is.



RELOAD, RELOAD, RELOAD

Whenever you've fired some rounds off and the threat is over, you should always reload your gun by going to the inventory screen (use ) , selecting your ammo, then the Reload option and pressing  . Ignore this advice at your peril.



FULL GAME FACTS

In the full game, these basic tips will go a long way to helping you get to the end. When stuck, never underestimate the map. Your notebook and any documents will also contain invaluable clues for some of the tougher puzzles. You can call on your partner with the radio for further hints.

The Finer Points...

When all seems lost there is another way...



Moving on: When playing the demo, you will quickly discover that you can't use the main gates to get into the mansion and no other path seems to lead to a way forward. Once past the first enemy, go through the gate and follow the path left and choose to use the valve. The way forward suddenly becomes obvious.

Go there!

Turn to p.74 for five pages of tips on *Alone in the Dark 4*

Mini-boss: The mini-boss, Phocomelus, isn't too tough but he can kill you if you don't use the right tactics. Firstly, he won't let you out of the flooded area. So fight, not flight, is the approach to take. Once he's revealed himself, shoot him once, then wait for him to surface again and repeat. He always attacks you from behind, so have the gun aimed and be ready to spin round and let him have it. You'll soon toast his evil ass this way.

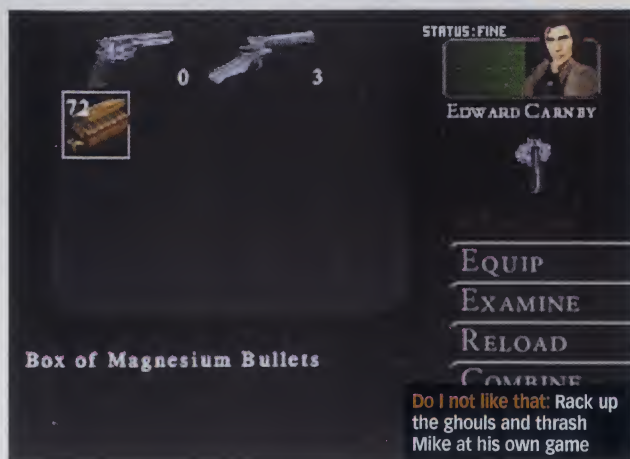


TOP TIP

EASY ON THE LEAD As with all survival horrors, remember that if you can skip past enemies without wasting precious ammo, do so

CHALLENGE OPM

Play the demo, beat the champ. Go on, he's easy meat



THE CHALLENGE

Complete the demo using the least amount of bullets. We also want to see a photo of you with the scariest face you can pull. In the event of a tie-break, we will judge the finalists by the photos. Go on, make us change our kecks.

THE PROOF

Take a photograph of your inventory showing the amount of ammo you have left (including those already loaded into your weapon/s). Remember the tie-break photo, just in case.

THE PRIZE

A very cool ceramic statue of Edward Carnby worth plenty of wedge plus a copy of the game.



OPM CHAMP

He ate all the pies, and Mike also managed to end up with 75 rounds of ammo. Can you kick it?!

Bite Me!
if you dare



DISC INFERNO

Rollcage Stage II

PLAY! "An eye-blistering feast of warp-speed stock car racing"

Rollcage Stage II

Official
Classic!

THE FACTS GENRE **FUTURE RACER** • OUT **NOW** • PUBLISHER **SONY** • CONTACT **0207 859 5000** • OPM SCORE **9/10, OPM57** • FULL GAME FEATURES **10 RACERS, 150 CHALLENGES AND 20 COURSES**

Enter

THE FUTURE FASTLANE



Forget *Gran Turismo* and every other F1 or rally game. If you're a speed junky, *Rollcage* is where it's at for adrenaline-soaked automotive thrills. Our huge demo of this *Wipeout*-inspired future racer features cars and tracks in both single and two-player arcade mode, plus there's a two-track scramble mode.

After you've dipped into arcade mode for some seat-of-your-pants racing, test your driving in scramble mode, in the demo challenge. Have a bash at the introduction level, then hit the Racing Line track for our challenge. The finished game features 50 cars, 60 tracks to race them on and 14 different game modes, but unfortunately no replacement eyeballs. ●

CONTROLS

△	Pause
⊗	Accelerate
⊕	Brake
⬅	Reverse
➡	Face forward
Ⓢ	Zoom in
Ⓜ	Zoom out
Ⓛ	Fire first weapon
Ⓡ	Fire second weapon
↑	Target car
↓	Rear view mirror
↶ ↷	Steer vehicle



Tunnel collision: There are 60 sci-fi-flavoured tracks in the full game and you get the chance to sample five of them in our demo



Terminal velocity: Your eyes do not deceive you, the vehicles in *Rollcage II* can reach speeds up to 400mph!

SPOILER ZONE

FLYING START



BURN UP

If you hit ⊗ as the one disappears from the countdown, you'll launch at around 300mph. Don't fall off those bends!

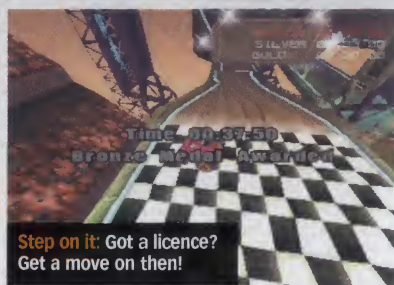


BEAT THE HUMPS

Don't fly into oblivion. Slow down to 100mph before the humps and ride them in the middle of the track.

CHALLENGE OPM

Play the demo, clamp the champ...



Step on it: Got a licence? Get a move on then!

● THE CHALLENGE

A straightforward one, this. Just complete the Racing Line course in scramble mode in the fastest time possible. The quickest player wins our prize.

● THE PROOF

A photo of your end-of-race screen showing your Racing Line circuit time, or video your best run.

● THE PRIZE

Rollcage II developer, Attention To Detail, is offering our winner two *Rollcage* T-shirts and a steering wheel. So get practising.

Roll me over!
Learner driver

OPM CHAMP

Nick "No licence" Ellis managed a mere 37.50 seconds. Pour scorn on him!



PLAY! "Train your Snake to his full potential with some tricky virtual reality missions"

Official
Classic!

Metal Gear Solid: Special Missions

THE FACTS GENRE ACTION ADVENTURE • OUT UNAVAILABLE • PUBLISHER KONAMI • CONTACT 0208 5825573 • SCORE 10/10, OPM51 • FULL GAME FEATURES 300 VIRTUAL REALITY MISSIONS

Enter

ON A MISSION

➔ After last month's *Metal Gear Solid* magic on the disc we thought it would be rude not to offer you a follow-up. And a tasty little follow-up it is, too.

These Special Missions were released about a year after the original game as an add-on – you have to have *MGS* to use the *Missions* disc – and they added some much-needed longevity to the *MGS* experience.

The missions – all in funky virtual reality luminous green – are the perfect way to train, transforming you from a fumbling lummo into a super stealthy killing machine almost overnight. There's loads to explore in this demo. The weapons training section offers you the chance to improve your targeting and reflex skills. If you're a wuss, you can take on harmless targets; or be rock hard like us and fight bad guys that shoot back. Several levels are included from this section, so whether you slack with a Socom or naff with a Nikita you're bound to find something that will help. ●

CONTROLS

↑←→↓ Direction
Ⓐ First-person view
ⓧ Crouch/crawl
Ⓢ Throw/choke
Ⓞ Attack
Ⓛ Inventory



Quick scoping: You could stay in one spot per tier but it's quicker to take tiers in a vertical line, than wait

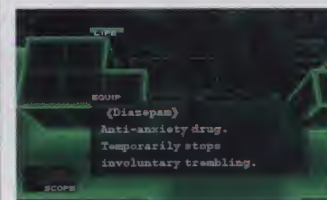


Choose wisely: A well-chosen place for the C4 to kick off the proceedings works wonders in clearing enemies and collecting survivors together for a quickly lobbed grenade. Finish with Socom



SPOILER ZONE

TRAIN TO WIN



WINNERS TAKE DRUGS

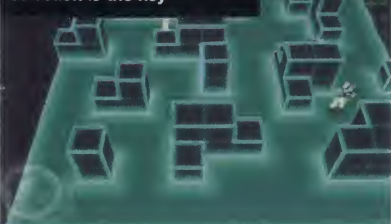
There's nothing more satisfying than capping some Muppet from 400 yards. Sniping is cool, but not easy. If you've got the shakes, go to your inventory (Ⓛ) and pop yourself some Diazepam – you'll now be rock steady and ready to shoot hell up someone's ass, so to speak.



CHALLENGE OPM

Play the demo, make it quick

To stealth or not: Weapon selection is the key



● THE CHALLENGE

In the battle mode there's a mission to take out 12 guards in under 12 minutes. To win, simply get the quickest time.

● THE PROOF

Take a picture of the screen, with the time clearly visible. Make sure you write your time on the front of each entry, too.

● THE PRIZE

Loads of gaming goodness, including some rare *Metal Gear Solid* gubbins.

Beat me!
Make me green

OPM CHAMP

James 'Special' Carey managed a sparkling 9mins and 11secs





DISC INFERNO

Star Trek: Invasion!

PLAY! "Better than a sonic shower with 7 of 9... almost"

Star Trek: Invasion!

Official
Classic!

THE FACTS GENRE 3D SPACE SHOOTER • OUT NOW • PUBLISHER ACTIVISION • CONTACT 01753 756 100 • SCORE 9/10, OPM62 • FULL GAME FEATURES EIGHT CRAFT, 20+ LEVELS, DEATHMATCH

Enter

ROUT THE ROMULANS

➔ Can you boldly go where no gamer has gone before? Not quite, but *Star Trek: Invasion!* is a class 3D space shooter. We put it under the tricorder in OPM62 and it took off from the space port with flying colours.

Fancy yourself as a Tom Paris demon at the helm? Then put yourself in the firing line as you take on a Romulan combat group in a Federation Valkyrie class ship. Play well and you'll see a cameo of Worf. The action is frantic – the more you fry those smug gits of the alpha quadrant, the more they send. Pop enough space caps and they even send in a huge Romulan warbird.

You get a little help from another Valkyrie, but don't expect him to watch your butt, he's got enough of his own problems! Photon torpedos and phasers at the ready... fire at will, Mr Worf. ●

CONTROLS

D-pad:	Heading direction
Start	Pause
△	Primary weapon
⊙	Secondary weapon
⊕	Weapon mode
△	Motion lock
⬅	Strafe left
⬇	Decrease speed
➡	Strafe right
⬆	Increase speed



Toasting the scum: Stay on target (oh, different game), anyway, keep on their tails and blast away until you see this. And it feels so sweet!



Warbird: Get through the first two waves of Romulans and a Warbird appears. It's huge, tough as nails and the captain's a smart-mouthed git. And it kills you rather too easily for our liking! Save those photon torpedos for this mother... ship



SPOILER ZONE

CONSULT ONLY IF YOU CAN'T GET OUT OF SECOND GEAR

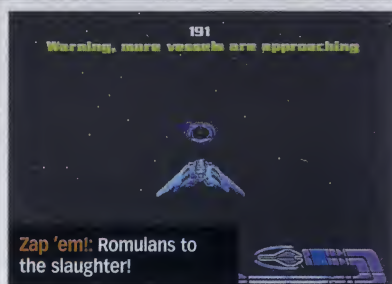


FINISHING SCHOOL

The action comes at you fast and the controls are sensitive, which means tracking the ship you're trying to destroy can be hard. To make things easier, use the motion lock (press △ when near Romulan ships) to keep track of one target. Initiate the motion lock, stay on his tail, fire for all you're worth until you see a large explosion. He's fragged. Move on to the next target, motion lock, chase, fire and so on. If you don't use the motion lock you may find you are hitting a few Romulans but you're not finishing them off soon enough.

CHALLENGE OPM

Play the demo, torpedo the champ...



● THE CHALLENGE

We want to see how quickly you can clear the first wave of Romulans. You need to find your next kill quickly and despatch them as swiftly as possible.

● THE PROOF

Take a picture of the screen when it says "Warning, more vessels are approaching", which records how many seconds you have left.

● THE PRIZE

A gaming goodie bag including a full PlayStation game.

Beam Me Up!
Fired Trekkie

OPM CHAMP

Mike... the final frontier. He reported in with 191 seconds left



PLAY! "This is more fun than Miss Piggy has chins. Ouch, that told us!"

Muppet RaceMania

THE FACTS GENRE **KARTING** • OUT **NOW** • PUBLISHER **SONY** • CONTACT **0207 859 5000**
• SCORE **9/10, OPM58** • FULL GAME FEATURES **14 RACE TRACKS**

MANIC MUPPET MAYHEM

➔ If you want a quick blast of gaming fun there's little to beat a class bit of karting. And *Muppet RaceMania* does it in style. Some consider this to be the best karting game there is. Scoring an impressive 9/10 in *OPM58*, the Muppet meisters clearly have what it takes to get in the groove for some karting loooove, as Miss Piggy might say.

With one or two-player action, eight battle tracks and six stunt courses, there's plenty of fun and, of course, the grudge match. You can select up to four Muppets from 25. There are tons of vital pick-ups. Above all, just play dirty – nudge, barge or blow up your opponent to seal that victory! ●

CONTROLS

D-pad	Direction
START	Pause
ⓧ	Accelerate
⓪	Jump
Ⓢ	Brake
△	Camera
Ⓛ	Pick-up one
Ⓡ	Pick-up two
Ⓛ	Boost
Ⓡ	Special move

SPOILER ZONE

THIS TIP WILL HELP YOU GET PAST THOSE SUNDAY DRIVERS



CUNNING STUNTS

Plenty of general tips for karting games apply to this demo. Try not to sit right behind an opponent, as you're just asking to be bombed. Likewise, if there's someone on your tail, use Ⓛ to drop a bomb and sort them out. Most importantly, in the graveyard race, use your boost to climb the blue stairs near the finish line.

PLAY! "Poultry platforming is the new going out. Strange but true"

Alfred Chicken

THE FACTS GENRE **PLATFORM** • OUT **MARCH** • PUBLISHER **SONY** • CONTACT **0207 859 5000** • SCORE **OPM83 6/10** • FULL GAME FEATURES **11 LEVELS**

CLUCK, CLUCK, JUMP

➔ Big, bright and colourful is the world of *Alfred Chicken* and you get to explore a level with the rampant rooster on the demo. There's plenty of stuff to collect, as you'd expect from a platform game, which will help you complete the level if dying continually is your thing.

Nab 100 crystals and you'll get a 1-up, there's also a 1-up egg, imprisoned in the ice wall, for the taking. You can boost your score by pecking balloons and by making a habit of giving the occasional enemy a hard old peck on the bonce. These points go a long way to helping you with the challenge. Also, by going in and out of doors, you'll regenerate enemies that can be killed again. Now there's a huge hint... ●

CONTROLS

D-pad	Movement
START	Pause
ⓧ	Jump
⓪	Peck
Ⓢ	Peck
△	Jump
Ⓛ	Look around
↑	To enter a door (the white/purple squirly thing)
D-pad + Ⓛ + ⓧ	Flap when airborne

SPOILER ZONE

TAKE OUR CUE – AND SLIP INTO OUR LUXURY TIPS TUX



WHAT A BOOTY

When you get to this point, leg it! Well, move away from the bomb, at least. Once it's gone off, return to where it was and jump up. You'll reveal a block with a spring on it. Use this to collect tons of crystals via more springs. When you get to the top, go to the farthest door to the right for even more crystals. You should have collected enough to give you an extra life at this point in the level.

CHALLENGE OPM

Play the demo, spank the champ

● THE CHALLENGE

Play the graveyard as any character and burn rubber to nab first place. Spit on the grave of our champion...



What a Muppet: Leave Nellis in your rearview mirror

● THE PROOF

Having barged, bombed and boosted your way to first place and a champion title, take a snap and send it in.

● THE PRIZE

A gaming goody bag goes to the Muppet champ, plus you'll get a PS1 game.

Roadkill Me!
Muppet Mouth

OPM CHAMP

Nick hurled through the circuit in 1:41.42



CHALLENGE OPM

Play the demo, top the champ...

● THE CHALLENGE

When you peck the final blue balloon in the level, your score will quickly flash on screen. We want to see the highest score.



Pecking order: Don't miss the goodies!

● THE PROOF

Send us a photo of your score at the point described above. Be ready with the camera when you peck that last balloon.

● THE PRIZE

A copy of *Alfred Chicken* for your rooster roamings are in order, we think.

Fry Me!
Chicken lickin'

OPM CHAMP

A respectable 4,750 – now Mike could murder a chicken leg!





DISC INFERNO

Mr Driller

PLAY! "Getting down, deep down
with a slice of puzzling perfection"

Mr Driller

Bargain
BIN
Hunter

Official
Classic!

THE FACTS GENRE PUZZLER • PUBLISHER SONY • CONTACT 0207 859 5000 • OPM SCORE 8/10, OPM63 • FULL GAME FEATURES LOADS OF MODES, INCLUDING TIME ATTACK AND SURVIVAL

Enter

I... CAN'T... BREATHE

➔ Welcome to *Mr Driller*, the fiendishly addictive puzzler that is almost *instantly* addictive. The bad news is that after this all-too-brief taster you're going to have a hell of a time getting hold of a copy of the full game... unless you win our challenge or follow our great tips on how to bag second-hand classics starting on page 104.

The demo offers the opening level of arcade mode, with you having to drill down to 100m. To get to the bottom you drill through coloured blocks. Once you hit a block of colour all the other blocks of the same colour attached to it'll disappear too. Bear in mind that as you're underground, you have a limited air supply and need to find the air capsules or suffocate – with a high-pitched squeal, naturally.

The more you drill the more points you pocket, so you're going to have to get tactical to win our challenge prize and get a – very rare – copy of the game.

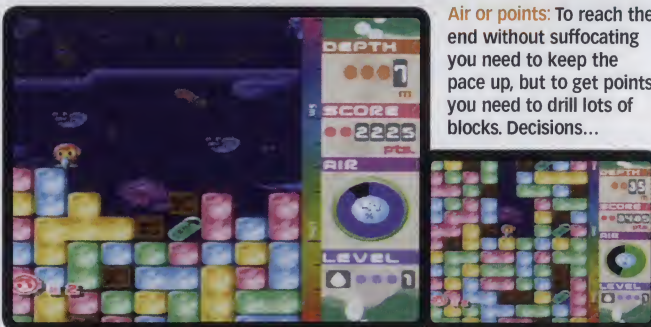
The Japanese have a sequel to this classic, which features a great two-player version. Keep an eye out for how to get hold of this game in future issues. ●

CONTROLS

←↓↑→ Move
⊗ Drill



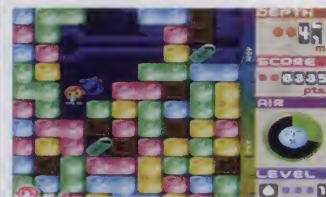
Brown ones: The brown blocks are solid (don't ask us why) and take a lot of effort to drill through – losing you lots of much-needed oxygen in the process, so drill careful



Air or points: To reach the end without suffocating you need to keep the pace up, but to get points you need to drill lots of blocks. Decisions...

SPOILER ZONE

KEEP RUNNING OUT OF PUFF?



AIR RAISING

There are a few key things to remember when tackling *Mr Driller*: keep picking up the capsules even if it means a detour; you can jump up using the direction keys; only drill through the solid blocks when an air bubble is in easy reach, as it takes 20% of your oxygen; take your time.



CHALLENGE OPM

Play the demo, choke the champ



Dig deep: Can you beat "Driller Killer" Keith?

● THE CHALLENGE

Nice and simple this one, just get to the bottom accumulating as many points as possible. The person with the highest score will win.

● THE PROOF

Take a picture of the end screen with your score clearly visible (if we can't read it, you can't win) and send it in to the usual address.

● THE PRIZE

The winner gets a rare copy of *Mr Driller* – it's so rare, in fact, that it doesn't have a box or instructions!

Bore
me!
To death



OPM CHAMP

Rich "Driller Killer" Keith clocked up 12,785 points

PLAY! "A clever footie sim and the greatest Yaroze game of all time"

Total Soccer

Net
Yaroze
Full game!

Official
Classic!

THE FACTS GENRE FOOTIE SIM • OUT NOW • PROGRAMMER CHARLES CHAPMAN • CONTACT WWW.YAROZESCENE.CO.UK • SCORE NOT RATED, BUT GREAT • FULL GAME FEATURES THIS IS IT!

Enter

PLAY THIS GAME NOW!



There have been some great Net Yaroze games made by budding PlayStation programmers, and we hope there are more to come. But as far as we're concerned there are two that are in a class of their own. One is *Super Bub* (OPM81) and the other is *Total Soccer*. A mix of classic top-down footie sims *Sensible Soccer* and *Kick Off*, its simple controls and graphics may seem a bit weedy compared to the likes of *FIFA* and *PES* but *Total Soccer* delivers fantastic matches with superb, flowing moves, spectacular goals and even replays and highlights for maximum post-match gloating. There are also loads of options, including different hardness settings, multiple referee settings, you can create your own competitions, or use one of the three available. The list goes on... •

CONTROLS

↓ ← → ↑

⊕

⊗

Ⓐ

Ⓢ

Ⓕ

Ⓖ

Ⓡ

Movement/curl ball after kick, shot or header
Pass
Kick or shoot/sliding tackle/header
Bring up substitution and tactics screen when ball out of play
Replay
Zoom in
Zoom out
Back to default view



Top down: It might look a little old fashioned, but the overhead view works



In control: Use ⊕ to pass, or ⊗ to wallop it up field. Don't touch Ⓢ or you'll get an annoying replay

SPOILER ZONE

SCORE ONE MORE



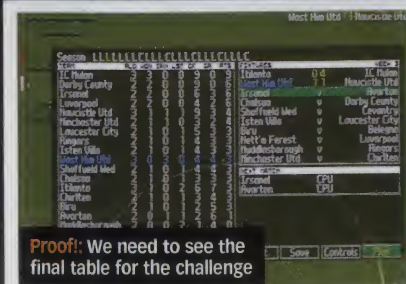
EAT MY GOAL

You rarely have full control of the ball in *Total Soccer* – dribbling is a matter of pushing the ball in front of you and then latching on to it (just like in real footie). While this is easy, it makes scoring pretty tough. The answer? Use the direction buttons to curl the ball after you've hammered ⊗ for your shot. It'll fly in the corner no trouble.



CHALLENGE OPM

Play the game, top the league



Proof: We need to see the final table for the challenge

THE CHALLENGE

To pick up the prize you're going to have to play through a full season of 20 games as any team you like. The winner will be the one who tops the league with the most points. In the event of a draw, goal difference'll come into play.

THE PROOF

Take a piccie of the final screen, or video it if you prefer.

THE PRIZE

For this feat of footie finesse you'll get yourself a copy of a nice new PS1 footie game and some other gaming goodness from our cupboard of plenty.

Burst
my bubble
Upton boy

OPM CHAMP

Rich Di Keithio won with 96 points, losing only four games as West Ham





DISC INFERNO

Sphere & Haunted Maze

PLAY! "Home-made trundling in the crazy DIY world of spheres and bumps"

Sphere

Net Yaroze
Full game!

THE FACTS GENRE **PUZZLER** • OUT **NOW** • PROGRAMMER **PETER DOLLACHAN** • CONTACT **WWW.YAROZESCENE.CO.UK** • SCORE **N/A** • FULL GAME FEATURES **THIS IS IT!**

ROLL, ROLL, ROLL YOUR SPHERE

➔ The concept behind *Sphere* is simple. Hidden over the rolling hills (OK, the jagged dips and troughs) is a number of flagpoles. If you roll over a flagpole, you'll notice it shrinks in size – in effect, you've collected it. Once you've collected all the flagpoles on a map, you then progress to the next map (which you can select from the start screen).

There are a few things that make this more puzzling than simply rolling along admiring the undulations. First, there are enemy spheres that can shoot your orb as you investigate the terrain. It's not exactly like being trailed by an F-14 Tomcat but if you don't avoid them, they will kill you. One kill and it's game over.

Also, the flagpoles are usually hidden in obscure places, and if you take too long, they 'reset'. Meaning you have to start from scratch. ●

CONTROLS

D-Pad Direction
⊗ Fire
⊙ Roll

CHALLENGE OPM

Play the demo, squish the champ...

● THE CHALLENGE

It's simple but can be frustrating. 'Collect' all the flagpoles on map one in the quickest time you can.



It's a rollover: Get busy collecting those flagpoles

● THE PROOF

As there's no timer, you're going to have to video your gaming prowess.

● THE PRIZE

The best roller gets a copy of a PlayStation game as part of a £50 goodie bag. Now there's incentive!

Orb Me!

On second thoughts...



OPM CHAMP

Mike clocked a time of 2 mins 17 secs

PLAY! "Pacman enters the Night Of The Living Dead... possibly"

Net Yaroze
Full game!

Haunted Maze

THE FACTS GENRE **PUZZLER** • PROGRAMMER **ED FEDERMEYER** • CONTACT **WWW.YAROZESCENE.CO.UK** • SCORE **N/A** • FULL GAME FEATURES **THIS!**

"HE'S PAC-ING A ZOMBIE!"

➔ *Pacman* is an absolute classic game. It's had its fair share of clones and here comes another.

Keeping to the winning formula, *Haunted Maze* is simple, clean, smooth and damn good fun into the bargain!

The basic idea of *Haunted Maze* is to enter a maze, collect *all* the icons, which in turn opens the exit door. Enter that door and you move on to the next level. The further you progress, the more difficult it becomes. How so? Well, there's zombies on each level and if they touch you, you lose a life. The more levels you unlock, the greater the number of zombies. Also, icons are put in more awkward places making it easier to be trapped by a zombie. All this makes your life progressively more difficult.

This is pure gaming fun and you should have a right old laugh trying to beat the challenge. ●

CONTROLS

D-Pad/Left Analogue Movement
⬅ ➡ Camera

SPOILER ZONE

HOW TO REACH THE TRICKY PICK-UPS



ZOMBIE LEADER

You'll come across collectibles that are purposely put in dodgy areas – like at the far end of a cul-de-sac. If there are a lot of zombies and it looks impossible, get them to follow you and lead them away from the desired object. Staying in an open area, running around in circles usually attracts the undead... apparently.

CHALLENGE OPM

Play the demo, corner the champ...

● THE CHALLENGE

Play until it's game over and see how high a score you can get. Time isn't a factor but you'll get bonus points for quick times.



Ouch: Scott had problems fitting between the blocks

● THE PROOF

A photo of your high score, once you've died, would seem in order. Get snapping!

● THE PRIZE

Whoaaaao, £50 of prizes are going to the zombie-beater with the highest score, and that includes a new PlayStation game.

A-Maze Me!

Henry VIII



OPM CHAMP

Scott squeezed out a score of 34,900

Win!

Tickets to the
2002 Champions
League final!

Goal of the Month

Last
chance
to enter

CAN YOU HIT A BANJO WITH A COW'S ARSE – IN STYLE?

➔ **Good evening and welcome** to the penultimate round of Goal Of The Month. Yes, the most popular competition since Throw The Welly Boot will shortly reach its thrilling finale. In *OPM84* we'll run our ninth and last GOTM, then in *OPM85* all nine previous winners of GOTM plus one wildcard will appear in Goal Of The Season. A panel of footie experts will be called in to judge which strike deserves the much coveted title. The winner will be sent off to see the Champions League final at Hampden Park on 15 Ma, courtesy of those kind people at Sony.

Yep, that's the UEFA Champions League final, the biggest game of the season in European football. If you want to be in with a shout of getting your mits on two tickets, we need you to send in a memory card filled with your finest goals, to reach *OPM* by Thursday 25 April. Go get that heifer...

GOAL A LAURENCE KIDD, ESSEX



Van Nistlerooy,
Lazio vs Lazio

The keeper makes a hash of the cross and the Ruud boy pounces, scissor-kicking the ball past the prone goalie.

Vote Now!
09013
882246

GOAL B MATTHEW CROPPER, HERTFORDSHIRE



Scholes,
Liverpool vs
Turino

Matty Cropper tucks away a superb long-range free kick that has more curl than Kevin Keegan's perm.

Vote Now!
09013
882247

GOAL C MIKAEL M HANSEN, NORWAY Rivaldo, Liverpool vs Munich



Norwegian good! Another surprise inclusion in the Liverpool squad, Rivaldo nonchalantly volleys home from the edge of the area after a searching by-line cross.

Vote Now!
09013
882248



GOAL D WAYNE D GIRT, WEST DRAYTON



Beckham, England
vs Ireland

Remember that Beckham goal against Wimbledon from the first day of the 1996/97 season? Here it is recreated, a delicious spank from the edge of the centre circle.

Vote Now!
09013
882249



GOAL E CHARLOTTE FRASER, NORTHAMPTON



Owen, England vs
Ireland

Our first female entrant to GOTM scores a corker. Owen's pace takes him past the last defender and he calmly loops it into the net.

Vote Now!
09013
882250



GOAL F DUNCAN FOX, LIVERPOOL Scholes, England vs France



A well worked free kick. Shearer meets the ball as it's floated into the area, nodding it down to Scholes who takes it on the volley while the defence make like statues.

Vote Now!
09013
882251



GOAL G CALUM ENTWISTLE, GLASGOW Bolatta, Valencia vs Borussia Dortmund



A cheeky chip from the minor star of the Master League puts Glasgow's Calum in with a shout of nabbing those Champion's League final tickets.

Vote Now!
09013
882252



GOAL H IAN HENRY, AYRSHIRE Ronaldo, Brazil vs N. Ireland



This can't be good for your internal organs. Ronnie twists his body around to meet the corner with athleticism worthy of a contortionist – the ball flies gracefully into the net.

Vote Now!
09013
882253



GOAL I JORDAN DAY, BOURNEMOUTH

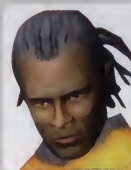


Kewell,
WAS vs EAS

Harry K performs a bicycle kick so straight you could ride him in the Tour De France. Spectacular stuff from the Leeds front man.

Vote Now!
09013
882254

GOAL J STEVE HILL, DUNDEE Kluivert, Roma vs PSV



He netted against England in the Amsterdam friendly this Feb, and here he is again making the keeper look a prize plonker, shimmying well before slotting home.

Vote Now!
09013
882255

GOTM WINNER FOR GOTM81

Our closest battle yet was won by a whisker by G Fitzpatrick from Manchester, He goes into our Goal Of The Season draw coming soon.

NOW IT'S YOUR TURN TO PUT THE BOOT IN

If you think you can do better, save your moments of glory on a memory card (or video if the game doesn't have a save replay option) and send it to the usual address marked GOTM. Please include a photo of yourself and a SAE for the return of your stuff



DISC INFERNO

Downloads & Run Of The Month



FROM TRICKLING STREAMS...



By the time the stuff going on the *OPM83* demo disc had to be shipped off to the disc-making pixies, we'd only had a few ROTM entries. Strange, we thought. Two weeks later and we can't move for memory cards containing the gnarliest displays a games mag ever did see. That's more like it!

On the demo disc this month you'll find a pair of corking runs. First up is our winner Carl Carradice, with a fine show of two-wheeled trickery in *Mat Hoffman's Pro BMX*. Carl bags himself a pair of Bucky Lasek's trainers. Following right behind is Sean Gardiner, who bigs it up in *Tony Hawk's 2* and earns himself some Activision goodies. Well done the both of you. Next month the competition promises to be a little stiffer but keep the memory cards coming in...

1/ TECHNICAL MERIT

Perfect landings, flawless and inventive trick linkage – do your worst

2/ ARTISTIC FLAIR

Jaw-dropping examples of exquisite trickery

3/ PURE SKILL

Astound us with your phenomenal combos

4/ DOWNRIGHT GUMPTION

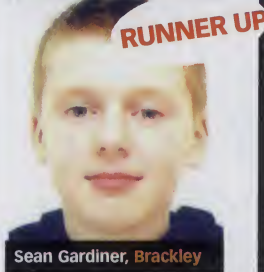
Demonstrate your gnarliness with acts of death-defying mentalness.

WINNER



Carl Carradice, Gosforth

RUNNER UP



Sean Gardiner, Brackley

WHAT TO SEND

Fill in the form below and send it with a memory card with your saved run, a SAE so we can return it to you and a photograph of yourself.



RUN OF THE MONTH

Mirra, Mirra on the wall, who's the gnarliest of them all? **ME!**

Name: Address:

Tel:

E-mail:

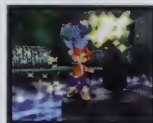
My run is from:

I am Captain Gnarly because...

SEND THIS FORM TO: RUN OF THE MONTH...

OFFICIAL PLAYSTATION MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW

Download



APE ESCAPE

Quit monkeying around and take a trip straight to Specter Land – 85% of this brilliant platformer unlocked!



BROKEN SWORD 2

This quirky oriental adventure sliced up to the Pyramid Heart level



COLONY WARS

Open up all the levels, movies and ships for this wicked strategy-based shoot 'em up



READY 2 RUMBLE

Ding ding! Pile into the ring with loads of cash and a choice of 11 unlocked boxers

HOW TO USE OUR DOWNLOADS

Stick a blank memory card in your PS1 (warning! Other game saves may be lost) and pop in our demo CD. Select Downloader, then the save you want by pressing **X** and it'll be stored on your memory card. Now use these cheats on the full copies of your games.



RESIDENT EVIL 2

Transport yourself straight to the fourth Survivor level with the full game complete

Next Month

Alex Ferguson's Player Manager 2002

The man himself has signed with Manchester Utd for another three years, you can sign up to our demo and try your hand at leading a team to Premiership glory!



Sven's World Cup Challenge



Sample Sven's footie sim and rewrite history, playing England vs Argentina in the '98 World Cup

Metal Slug X



Revealed! Take a peek at the whack-assed shooter that you'll soon be gagging to play

PLUS! ● Goal Of The Month ● Run Of The Month ● Loads more demos and videos

PlayStation Magazine Champions League



STAND ASIDE FRANKENSTEIN AND MOVE OVER MIKE AND SULLY, THERE'S A NEW MONSTER IN TOWN

LEAGUE RULES

Complete the demo disc challenges according to the guidelines laid down for each game. You must provide legible photographic or video evidence along with your completed entry form. Enter as many challenges as you like. Do not use cheat codes. We can spot them a mile off.

HOW TO GET EVIDENCE

Taking photographs

Point your camera at the screen and shoot! For best results, switch off the flash, draw the curtains, and use a fast film (eg 200 or 400 ASA).

Taking video

1. Take the lead that connects your PS1 to your TV and plug it into the 'Signal In' socket on the back of your VCR.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your PlayStation.
4. Find a spare channel on the video's tuning mechanism and look for the PlayStation signal. Save the setting.
5. Complete the challenge, making sure you include the 'result' screen.
6. Pop in a tape and press 'record'. Press 'stop' after five seconds or so.
7. For timed challenges, capture the entire feat on video as evidence.
8. Rewind the tape. This is important.
9. Stick your scores/times on the front of the video before you send it in.



Mike and Sully, the scaretastic stars of *Monsters, Inc* may have taken their place in film and videogame history already, but what of the next frightful creation to arise from the depths of a twisted imagination? Hundreds of

you answered the demo challenge call to draw your own despicable monster and although all of them were brilliant, sadly there can be only one winner. After careful consideration, we decided that Joe McCarron's glittery, feathery, many-eyed beast called

B was the creature most likely to keep us awake in the small hours of the morning. So very well done Joe, we're sure Pixar will be in touch soon.

In other less nerve-jangling sections of Champions League, Tony Dunster puts his face on the King Demo placard after two first-rate performances in *Destruction Derby Raw* and *Rayman 2*. Stewart Allan also clocked two wins and David Beresford keeps the ball rolling with an exceptional score in *Coolboarders 4*. We've tons of cracking prizes to give away again with this month's challenges so boot up that disc and get playing.

WHAT TO DO

Each demo on our game disc comes with a lip-quivering OPM challenge. You'll find these in the disc pages starting on page 81. Crack the challenge, record your feat (as explained in the Rules, left) then fill out the form below and send it in. Easy.



WHAT YOU WIN

Top players will be immortalised in our Hall Of Fame. Celebrity dating and paparazzi punch-ups are some of the possible side-effects of your prowess. Each League Champion receives a special prize, or prizes to mark their gaming genius. What's more, you'll go down in gaming folklore as one of the greatest gamers in history.



OPM CHAMPIONS LEAGUE ENTRY FORM

My score/time is so good I'm entering it into the OPM Champions League. I have played the following demos, and include proof of my skills:

- | | |
|---|---|
| <input type="checkbox"/> Rayman Rush | <input type="checkbox"/> Alfred Chicken |
| <input type="checkbox"/> Alone In The Dark | <input type="checkbox"/> Mr Driller |
| <input type="checkbox"/> Rollcage Stage II | <input type="checkbox"/> Total Soccer |
| <input type="checkbox"/> Metal Gear Solid: SM | <input type="checkbox"/> Sphere |
| <input type="checkbox"/> Star Trek: Invasion! | <input type="checkbox"/> Haunted Maze |
| <input type="checkbox"/> Muppet RaceMania | |

Name _____

Address _____

Telephone _____

E-mail _____

TAUNT _____

Send this form (or a photocopy), along with proof of your achievement, to OPM Champions League, OPM, 30 Monmouth Street, Bath, BA1 2BW. Label your evidence with your name and score. Enclose SAE for return.



King Demo

All hail the month's mightiest gamer

Tony Dunster, Charlton

Charlton Athletic are currently hitting mid-table respectability in The Premiership and Tony Dunster proves there's plenty of that competitive spirit rubbing off in South East London. Just a shame he's a West Ham fan. Seriously though, this ain't about football, it's about being bloody good at videogames and Tony has proven himself worthy of OPM's ultimate accolade with two resounding victories in *Rayman* and *DDR*. Spot on mate.

Hi-Score Hero

Best single demo performance

David Beresford, Kidwelly

David has claimed King Demo no fewer than five times, but we don't think he's ever been Hi-Score Hero. However, with an amazing result in the *Coolboarders 4* challenge, we have to name him as da man with the hi-scoring plan.

Talent Board

Send 'em in and scare us stiff

"Sure I'm a girl, sure I'm a *Rayman* fan. I'm proud of it so shut it. Try to outrun me if you like"

Stacey Wheeler
Romford

"Move over Satan, I'm coming through"

Nicole Watson
Nottingham

"Get a shovel and dig your graves cos you ain't got much"

William Haigh
Ipswich

"All you other readers crawl back to the sewers you came from"

Graeme "making friends" Hall
Turriff

"A washing machine could beat your score! Sucka!"

Simon Calver
Norwich

"Eazy-Peazy-Lemon-Squeezy"

Sam Greaves
Par

"Better get the plasters out cos I know you're all wounded that I'm the best"

Stewart Dowler
Bromsgrove

MONSTERS, INC – SCARIEST MONSTER

WINNER! JOE MCCARRON, GILLINGHAM

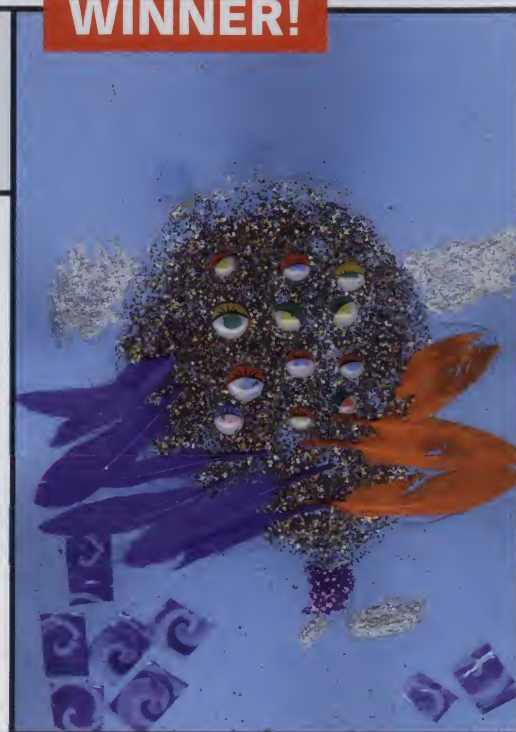


Meet "B", the 12-eyed, spine-chilling creation of five-year-old Joe McCarron. B comes out at the witching hour to stalk the towns of south-east England, scaring the pants off milkmen and night-shift workers and surprising them with a ferocious Glitter Attack. People of the Medway, be afraid, be very afraid.

Many thanks to all the people who sent in their monster pictures, some of which are shown here (in no particular order)

- 1 Jordan Wallcer, Birmingham
- 2 Joshua Geary, Mitcham
- 3 David Beresford, Kidwelly
- 4 Jack Telford, Leamington Spa
- 5 Dylan Forsyth, Aberdeen
- 6 Adam Johns-Humphreys, Rutnin
- 7 Connor Heeley, Stalybridge
- 8 Angus Munro, Stalybridge
- 9 Nicole Watson, Nottingham
- 10 Tilo Hall, Norwich
- 11 Connor Hillary, Southampton
- 12 Tyler Bailey, Tyne-On-Wear
- 13 Benjamin Willard, Hastings
- 14 Christopher Lawler, Haverford West
- 15 Curt, Welling Garden City
- 16 Edward Keirle, Sherborne
- 17 Martin Hider, Camberwell
- 18 Matthew Stewart-Tribe, Bath
- 19 James Harrison
- 20 Ruslan Khazarov, Brighton
- 21 Callum Pepper, Littleborough
- 22 James Mallon
- 23 Chris Green, Doncaster
- 24 Neil Owen, Wolverhampton
- 25 Natalie Shakespeare, Dudley
- 26 Angus Munio, Crieff
- 27 Connor Leacock
- 28 William Haigh, Ipswich
- 29 Mathew Stewart-Tribe, Bath
- 30 Joe Thomas, Malvern

WINNER!



CREATURES

FASTEST TIME



1. Stewart J Allan

Stockport

Time: 41:12

A cruel, cruel man is Stewart J. We asked you to torture the poor little Creature called Adam and the Stockport sadist relished in the challenge, causing Adam to scream and wail faster than anyone else.

2.	42:19	Bobby Field	Tring
3.	43:19	David Beresford	Kidwelly
4.	44:36	Christopher Murton	Cardiff
5.	44:48	Des Fielding	Bristol
6.	44:87	Gavin Rogers	S.Devon

ROLLCAGE

FASTEST TIME



1. Stewart J Allan

Stockport

Time: 40.83

Stewart J, one time King Demo and hardened Champions League veteran brings it home on the Rollcage demo with a tyre-shredding time of 40 seconds. Congratulations Stewart, we await next month's entry with the usual baited breath.

2.	43:01	Charlotte Fraser	Northampton
3.	50:76	Tom Kilby	Surrey
4.	53:25	Stewart Dowler	Bromsgrove
5.	54:67	Jeremy Osbourne	Leicester

RAYMAN 2

FASTEST TIME



1. Tony Dunster

Charlton

Time: 1min:38secs

Nicking the Rayman 2 challenge from Stacey Wheeler by a mere two seconds, Tony lands himself a special OPM carrier bag full of game-related goodness and a copy of Rayman Rush when it's released.

2.	1m:40secs	Stacey Wheeler	Romford
3.	1m:44secs	Andrew Green	Somerset
4.	1m:45secs	David Beresford	Kidwelly
5.	1m:48secs	Stewart J Allan	Stockport



COOLBOARDERS 4

HIGHEST SCORE



1. David Beresford

Kidwelly

Score: 39,775

The five-times King Demo shows his icy resolve on the slopes to snatch the supreme snowboarder title with quite incredible pointage that's some seven times better than Nick Ellis' pathetic Demo Challenge score. Well done, David.

2.	35,239	Ruslan Zakharov	Brighton
3.	32,627	Stewart J Allan	Stockport
4.	30,021	Adam Hutchings	Ipswich
5.	29,047	David Maule	Chester-Le-Street
6.	24,333	Thomas Hepworth	Co Galway
7.	23,357	Andrew Green	Somerset
8.	21,825	Luke Clifton	Rushden
9.	20,416	Max Tweedle	Ripon
10.	19,142	Stewart Dowler	Bromsgrove
11.	16,859	James Harrison	Hook
12.	15,725	Tom Francis	Sidmouth
13.	14,468	Bobby Field	Tring
14.	13,880	Matthew Baker	Croydon
15.	13,228	Mark Digby	Leigh-On-Sea
16.	13,206	Edward Wragg	Sudbury
17.	11,600	Connor Heeley	Stalybridge
18.	10,229	Simon Calver	Norwich
19.	10,134	Tim Rudd	Penzance
20.	8,853	Jack Hudson	Ewell



VIB RIBBON

BEST PICTURE



1. Grant Forsyth

Address lost

For his superb Ribbon-esque portrayal of The Daddy, we award Grant honorary membership of the OPM art department and a £50 bag of gaming goodies. Grant, we've lost your number (because Nick's a cretin) so get in touch at the usual address to claim your prize.

Gob of the Month

For services to sound argument

"That Al Bickham looks like a garden gnome on laxatives - I'd beat him any day"

Angus Munro
Crieff

Scroll of Honour

Your All-Time High Scores

WORLD'S SCARIEST POLICE CHASES

1m:05secs Jason Foxton
(Hull)/Peter Lewis (Mid-Glamorgan)

GRAN TURISMO 2

1m:41.098secs Paul Thorp
(Norfolk)

SPIDER-MAN 2

6m:55secs David Beresford
(Kidwelly)

X-MEN: MUTANT ACADEMY 2
95secs left David Beresford
(Kidwelly)

WIPEOUT 3
1m:36.36secs John Keighley Bray
(Stockport)

SPYRO: YEAR OF THE DRAGON
1m:55.44secs David Beresford
(Kidwelly)

CRASH BASH

579 David Beresford (Kidwelly)

WWF SMACKDOWN

13secs Ben Adams (Fife)

ISS PRO EVOLUTION 2

24-0 Andrew Moss (Herts)

FORMULA ONE 2001

1.719secs Gareth Timms
(Warwickshire)

WORMS ARMAGEDDON

2m:28secs John Keighley-Bray
(Cheshire)

SYPHON FILTER 2

1m:40secs Euan Guerts (Falkirk)

TONY HAWK'S PRO SKATER

77,324 Luke Davies (Crawley)

POINT BLANK 2

20,665 David Beresford (Kidwelly)

ACTUA GOLF 2

365yds Stewart Allen (Stockport)

V-RALLY 2

1m:38.37secs Joseph King
(Lancaster)

FIFA 2002

9-0 Joseph King (Lancaster)

GUNFIGHTER (MAIN GAME)

19,900 David Beresford (Kidwelly)

BOMBERMAN WORLD

David Beresford (Kidwelly)

CRASH TEAM RACING

1min:47.72secs IAN URQUHART
(Aberdeenshire)

**COMPOS**

Springfield Comes To You!

Win!

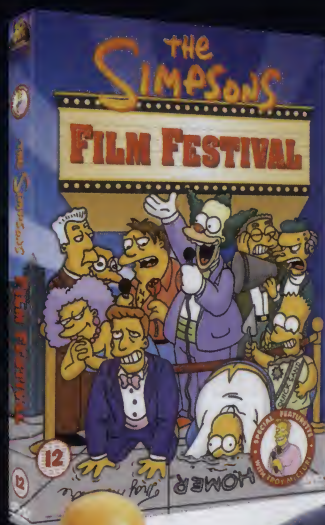
An enormous stash of *The Simpsons* goodies **PLUS!** a TV and DVD player



Hi! This is **OPM**. You may remember us from such compos as Garbage Truck: Win it And Bin It, or Patty & Selma – The

Double Date To Cry For. This month you could win a fan-diddly-tastic heap of prizes as we rejoice in the release of a new DVD and video collection from 20th Century Fox Home Entertainment, *The Simpsons Film Festival*.

Not only do we have a swanky JVC Widescreen TV, DVD player and a copy of *The Simpsons Film Festival* to give away to one winner, courtesy of Halsall, they'll also get an inflatable Homer chair, a Bart skateboard, helmet, pads and bag. And Vivid Imaginations has supplied us with a pair of Bart and Homer figurines too! Four runners up'll receive all the Halsall merchandise listed above, **PLUS** a copy of *Film Festival*, **PLUS** the Bart and Homer figures. Aye Carumba!



THE SIMPSONS FILM FESTIVAL

DVD collection is released on 1 April priced £16 and features four movie-inspired episodes of the world's favourite TV show that have never before been seen on terrestrial TV. Wick or what?

**HALSALL**

ALL TOYS DONATED BY
DAVID HALSALL
INTERNATIONAL
LIMITED



To enter the competition, just answer the following question and call 09013 882265 between 22/03/02 and 18/04/02.

Q. What's the name of the principal at Bart and Lisa's elementary school?

1. Seymour Skinner
2. Mel Gibson
3. Barney Gumble

FIGURES

There are eight *The Simpsons* character figures from Vivid Imaginations available to buy at £5 per figure.

The Rules

No purchase of OPM is necessary. No correspondence will be entered into. No employees of Future Publishing, Halsall, Vivid Imaginations, 20th Century Fox Home Entertainment or affiliated companies may enter. There's no cash alternative to the prize. Cheating will lead to disqualification. Entry must be made between 22/03/02 and 18/04/02. The editor's decision is final.

CALLS COST 200 (plus 10p per line) from the price of a standard UK landline. Lines may be busy. Please try again later. All calls must be made between 22/03/02 and 18/04/02.

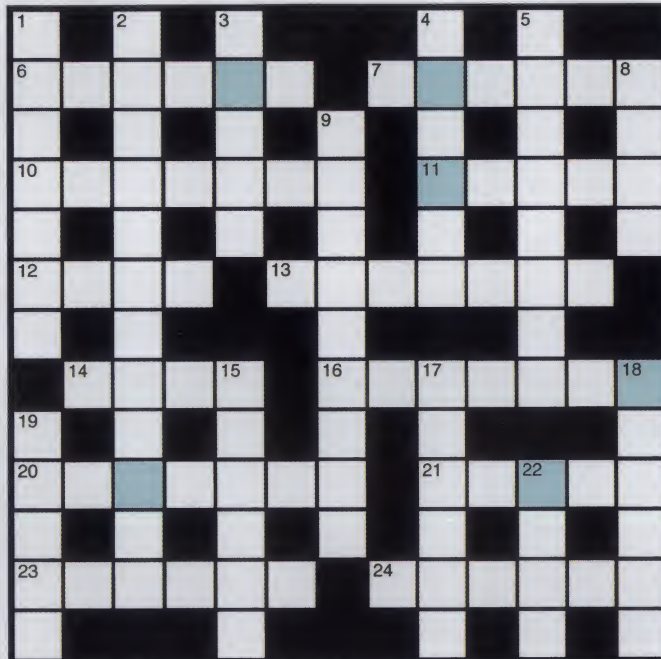
PlayStation Magazine CROSSWORD

At last! It's your chance to use that PlayStation-brain knowledge to win £200 worth of goodies from Infogrames. Work out the prize word (see below) and call **09013 882269** between 22/03/02 and 18/04/02 with the correct number.



After completing the crossword rearrange the letters from the six shaded squares to spell out the prize word.

Is it 1. Gundam 2. Madden or 3. Mutant?



CLUES ACROSS

- 6 _ Race, third PS1 game in the series starring Globox, Tilly and co (6)
- 7 Namco _ , five volume retro games collection (6)
- 10 Gran _ 2, top racing sequel (7)
- 11 PlayStation skateboarding 'Session' (5)
- 12 & 17 down Mary- _ And _ : Crush Course, girlie PlayStation game (4,6)
- 13 One of the men in black from any footie sim (7)
- 14 'Incredible' old PS1 adventure based on Dr David Banner's monstrous alter ego (4)
- 16 The ghostly Menace of Star Wars notoriety (7)
- 20 & 21 across Excellent Nazi-blasting shoot 'em up (5,2,5)
- 21 See 20 across
- 23 Mini display add-on for the PSone (6)
- 24 Scrolling beat 'em up with Urban Fighters (6)

CLUES DOWN

- 1 The Wayne who put his name to 3D Hockey '98 (7)
- 2 Enjoyable speedboat racing arcade conversion (5,7)
- 3 She dukes it out in the Dukes Of Hazzard sequel (5)
- 4 _ Book Groove Party, dancing game (6)
- 5 _ Evil, chilling zombie-battling series set in Raccoon City (8)
- 8 Selectable style of gameplay - arcade or simulation perhaps (4)
- 9 _ Girls: Chemical X-Traction, average cartoon fighter (9)
- 15 _ Loop, assassin from a Wipeout clone? (6)
- 17 See 12 across
- 18 Smoking item from Broken Sword II (6)
- 19 _ Court Tennis, the Anna Kournikova endorsed sports sim (5)
- 22 Discworld _ , atmospheric adventure (4)

LAY THE SMACKDOWN



Fancy getting your mitts on a hoard of **WWF SmackDown!** gear?

Not only do we have a Backstage Mayhem playset, a Wrestling Ring and two WWF action figures but also a copy of the superb **WWF SmackDown!** videogame and T-Shirt, both signed by wrestle-babe Lita. Call **09013 882268** between 22/03/02 and 18/04/02 with the answer to the following eazy peezy question.

Q. Which of these is the correct name of a well known WWF wrestler?

1. Pot Plant Pete
2. Shrubbery Steve
3. Cactus Jack

Calls cost 25p. Check with bill payer before calling



CARS AND STRIPES



To celebrate the release of **USA Racer** (see page 38 for the review), Koch Media has given us this star-spangled custom PSone to give away to one lucky reader. The winner will also bag a copy of the game, as will three runners up. Answer the following question and call **09013 882266** between 22/03/02 and 18/04/02.

Q. Which of these is a famous American race meeting?

1. The Indianapolis 500
2. The Chicago 180
3. The New York 3000



Compo Winners

Alex Turner from Swindon is the very lucky winner of all the Beckham goodies we gave away in **OPM80**. He wins a signed Beckham Manchester Utd shirt, a pair of Beckham's Adidas Predator footie boots, an England video and a copy of the David Beckham Soccer videogame.

The lucky winner of our Airwalk compo in **OPM80** is Amanda Collins from Upminster, the two runners up are Reece Foley from Portsmouth and Robert Kelly from Rayleigh. More compo winners next month

COMPO RULES

No purchase is necessary. The editor's decision is final. No correspondence will be entered into. No employees of Future Publishing or companies involved in the competitions can enter. There is no cash alternative to prizes. Calls must be made between 22/03/02 and 18/04/02. All standard competition rules apply. Don't come crying to us if you don't win!

STAR WARS TALES VOL 1



To mark the release of **Star Wars Tales Vol 1**, publisher of distinction Titan Books has donated a massive stash of graphic novels for us to give away. **SWT**, penned by some of the hottest comic writers around, features a host of characters from that galaxy far, far away in escapades from **Star Wars** episodes 1 to 6. For our winner we've got a big pile of graphic novels (including **SWT**), plus there are ten copies of **Star Wars Tales** for the runners up. To be in with a chance of winning, just answer this simple question and call **09013 882267** between 22/03/02 and 18/04/02.

Q. What is the subtitle of Star Wars Episode II?

1. Attack Of The Clones
2. The Lost Starfighter
3. The Road To Hoth

Calls cost 25p (less than a stamp). Check with bill payer before calling



...continued from page 11

WHAT WOULD YOU do?

(B) Option selected



You know the **Burning Fist** is unblockable but you CAN reverse it and as you're playing as Nina, it's the smart move. Before you know it, Paul's on the floor with Nina bent over him, popping his elbow out of joint. Yep, that smarts.

You Win!

PlayStation®2

IT'S OUT THERE...

VIRTUA FIGHTER 4

Ⓐ WHEN APRIL Ⓢ WHO SONY ☒ WHERE WWW.SCEE.COM

PREVIEW The legendary Sega fighter gets in the face of beat 'em up pretenders



Successive generations of *Street Fighter* and *Tekken* have left many gamers immune to

the charms of beat 'em ups. Beating the living daylight out of people was starting to lose its appeal. *Virtua Fighter 4* is set to change all that.

For uninitiated, the controls are pared down to a simple three-button interface: punch, kick and block. From this narrow base flows an enormous, incredibly adaptable range of attacks, blocks, throws and combos. Each character has loads of moves, but as you get better, the game expands with you, revealing new techniques and allowing you to create your own combos.

VF4 retains the ring-out system of earlier incarnations, enabling you to win by kicking, punching or throwing your opponent from the fighting area. This creates an intense kind of combat, but also one where each move has to be carefully timed and perfectly executed.

There's a huge selection of game modes and customising options – making it something of a kung fu *Gran Turismo*. Along with arcade and



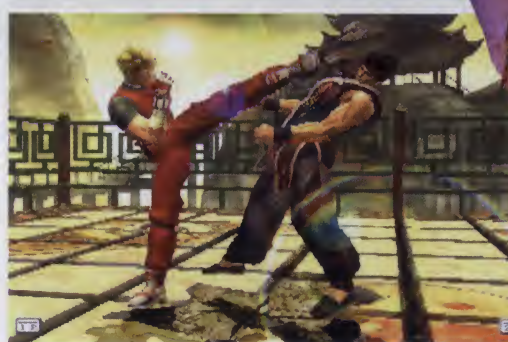
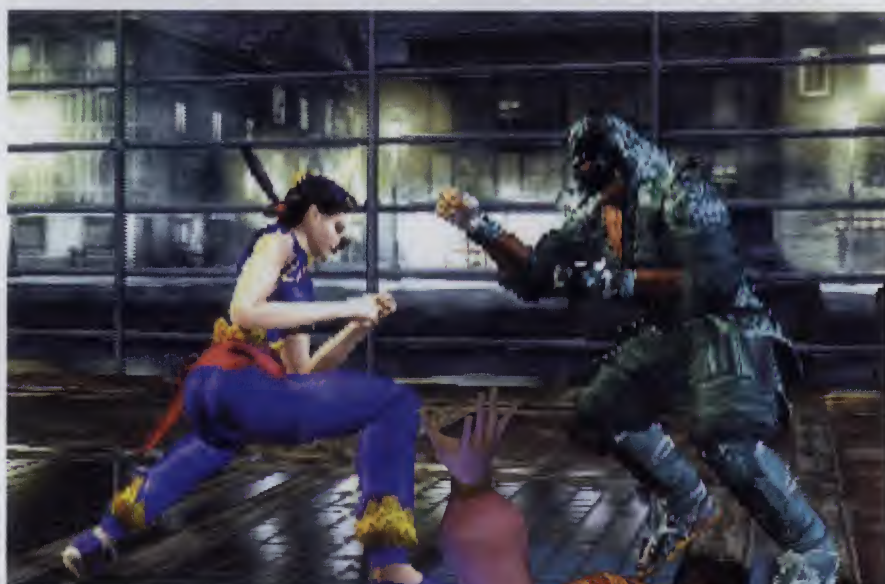
"Hi there! I'm Akira and I'm going to smack you one in the face"

"A kung fu *Gran Turismo*"

vs, you get AI which effectively lets you create your own fighter and combos, then test them against other computer-controlled pugilists. Then there's the kumite mode which works like a standard survival mode (you face fighter after fighter until you drop, with the addition of some surprise extras). Finally, you'll find a pretty exhaustive training mode.

What will draw the majority of gamers to *Virtua Fighter 4* are the astonishing visuals. Each stage is a decadent visual orgy. Check out the perfectly constructed pagodas, flocks of birds circling above and sunlight streaming into the arena. It's difficult to keep your eyes on the action.

In case you're wondering what they're all scrapping for, the *Virtua Fighter* games are based around the World Fighting Tournament, a bloody no-holds barred combat event overseen by a shadowy corporation. As with *Tekken* each character has a backstory that explains their



Coining it: VF4 has already been a huge hit in the arcades



Thwack!: The game's aiming to get as close as possible to real fighting styles

motivations, which usually involve grudges against other competitors or against the show organisers themselves. There are also some great character movies – it's comic book fluff that you can take or leave.

Mystery still surrounds the intricacies of the AI and kumite modes and the extras that may be uncovered therein. We do, however, get the feeling that this'll take time. VF4 never scrimps on the collateral detail, the stuff that keeps cropping up after months of play. If *Virtua Fighter 4* can't lead players back into a life of violence, nothing can. ☺

Plus Points

- **Eye-popping**
Each level offers such richly animated visuals they'll make your eyes burst. Almost.
- **Old flame**
What better reason to reacquainted yourself with beat 'em ups? Grrr.
- **Mode 'em up**
Arcade vs, AI, kumite, training... there's so much to tinker with you'll be in heaven!





Clone ranger.
Another *Star Wars* blast on the scanners



FEEL THE FORCE

Ⓐ WHEN MARCH Ⓞ WHO LucasArts ⓧ WHERE www.lucasarts.com

NEWS *Star Wars: Jedi Starfighter* poised to land well ahead of *Episode II*

➔ With *Star Wars: Episode II – Attack Of The Clones* poised for an invasion of cinemas in May, LucasArts is putting the finishing touches to *Star Wars: Jedi Starfighter*.

This sequel to the original deep-space shooter is due at the end of March. It promises 15 new missions, split-screen co-operative action and faster Force-assisted gameplay. It'll also give an early heads-up on the locations and storyline from *Episode II*.

Set ten years after the first game, *Jedi Starfighter* follows top Jedi Adi Gallia piloting the Republic's new Jedi Starfighter as he

becomes embroiled in events that run concurrently with the *Episode II* story. There are ten secret missions to unlock and extra bonus vehicles. But the biggest improvement is the addition of special Jedi Force powers.

"One of the main goals that we had for *Jedi Starfighter* was to increase the number of weapons that the player had," explains designer Tim Longo. "So each of the buttons on the D-pad corresponds to a weapon. When you fly the Havoc, you have bombs, cruise missiles, cluster missiles and proximity mines. In the Starfighter, the buttons also correspond to your [magical] Jedi powers." Ⓞ

STOP PRESS

...A SLAVE FOR PS2

Ⓐ WHEN APRIL Ⓞ WHO THQ ⓧ WHERE www.thq.co.uk

FIRST PLAY Next-gen virgin Britney hits PlayStation 2

➔ When publisher THQ announced last year that it had plans to make a Britney Spears game, hopes weren't exactly high. We're big enough to admit we were wrong, and we were wrong because *Britney's Dance Beat* looks – and plays – just great.

Ostensibly a Bemani dancing game, THQ has entrusted Japanese developer Enix to bring the Lolitaesque popstress to PS2. It's a great move given Enix created cult dancing game *Bust-A-Groove*.

The game puts you in

the role of one of Britney's dancer mates who must go through various 'dance off' auditions to win the right to accompany Ms Spears on stage. Pull the right moves to the likes of *Baby One More Time*, *I'm A Slave 4 U* and *Overprotected* and you'll open up video clips, backstage footage and exclusive songs only to be released in *Britney's Dance Beat*.

Britney looks great – if not exactly virginal – but you don't get to play as her, unless she's a bonus character to unlock... Ⓞ



Ms Spheres:
Britney gets 'em out for PlayStation 2

Future Shock

ETA APRIL

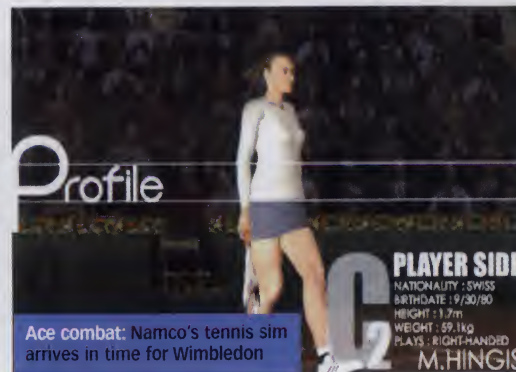
- **ANTZ RACING**
Empire
- **BLOOD OMEN 2**
Eidos
- **FIFA WORLD CUP 2002**
Electronic Arts
- **JIMMY NEUTRON: BOY GENIUS**
THQ
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- **MIKE TYSON HEAVYWEIGHT BOXING**
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- **SEGA SPORTS TENNIS 2K2**
Sony
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Codemasters
- **STAR TREK: VOYAGER ELITE FORCE**
Codemasters
- **SVEN-GÖRAN ERIKSSON'S WORLD CUP CHALLENGE**
3DO
- **SVEN-GÖRAN ERIKSSON'S WORLD CUP MANAGER**
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SCI
- **FORMULA 1 2002**
Sony
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Electronic Arts
- **SPACE CHANNEL 5 2**
Sega
- **SPIDER-MAN THE MOVIE**
Activision
- **STUNTMAN**
Infogrames
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Infogrames
- **YANYA CABALLISTA: CITY SKATER**
TBC

JUNE

- **BARBARIAN**
Virgin Interactive
- **FIREBLADE**
Midway
- **LEGION: LEGEND OF EXCALIBUR**
Midway



Ace combat: Namco's tennis sim arrives in time for Wimbledon

SMASH COURT TENNIS

Ⓐ WHEN JUNE Ⓞ WHO SONY ⓧ WHERE WWW.SCEE.COM

PREVIEW Sony serves up a smash hit tennis sim

➔ *Smash Court Tennis: Pro Tournament* is the rather wordy title of the first real contender for the best tennis game on PlayStation 2 – its only opponent being the disappointing and completely incomparable *Centre Court: Hard Hitter* from Midas.

With a selection of modes including arcade, pro tournament, exhibition and training, it's the multiplayer option that has already grabbed our attention and threatens to claim too much of our time. With a multitap, up to four players can take part in a doubles game, with the added bonus of being able to mix male and female competitors in the same matches from a collection of licensed players that includes Anna Kournikova, Monica Seles, Pat Rafter and Mr Hairy himself, Pete Sampras. All are superbly animated with each player displaying representative on-screen characteristics such as service, or stance, with instantly recognisable facial likenesses.

Smash Court's simple but effective controls give the impression that you are in total control of the type and direction of your shot, be it a low return down the line, a speedy ace hit right down the middle or a lethal super shot. It is this element that will keep you returning for more to improve your game. Ⓞ





HERDY GERDY

Better than *One Man And His Dog*, it's *One Boy And His Herding Stick*

THE FACTS OUT NOW ■ PRICE £45 ■ PUBLISHER EIDOS ■ TEL 020 8636 3000



Chase me: These big pink things are called Gromps and'll chase Gurdy around



Beyond beyond, left of right and just up from down, there is a magical isle of Disneyesque prettiness. This cute,

fairytale setting describes the vast and varied world of *Herdy Gerdy*, the much-anticipated new (and Lara-free) game from Core Design.

Your task is straightforward – reach the herding tournament, defeat Sadorf and win back the First Acorn. In game terms, this lengthy quest translates to over 36 levels of object collection and animal herding (yes, herding).

Each level has a certain number of animals (Bleeps, Honks, Grimps, Doops, Blurps and Gromps) scattered across it



It's behind you!: Whoops too late!

and these must be herded into their specific animal pens. On most of the levels, however, you only need to herd a percentage of the total number of animals present to unlock new areas of the gameworld. And each new level opened brings you a step closer to reaching Tournament Island.

There are some problems – the erratic camera angle, the moments where you've no idea what you're doing, the everso slightly repetitive gameplay and, perhaps, it's all a little too cute. But these are minor complaints.

When it comes down to it, *Herdy Gerdy* is unlike anything else around at the moment. It fuses high-quality visuals with a style of gaming that offers something unique. Packed with hidden extras, mini-puzzles and neat platform elements across varying terrains, all arranged in a refreshingly non-linear structure, one thing you definitely can't complain about in *Herdy Gerdy* is the lack of a challenge and the absence of gameplay. Get herding. ■

VERDICT

Official UK
PlayStation
Magazine

OVERALL

A game unlike any other. It has to be played to be believed



ICO

Prepare your mind to be challenged and your heart to be broken

THE FACTS OUT NOW ■ PRICE £40 ■ PUBLISHER SONY ■ TEL 0207 859 5000



Warning: *Ico* is an intensely personal experience that'll take over your life. Within a day of playing you'll be absorbed beyond reach.

Playing as Ico, you are banished from your village to an eerie castle because you have an unsightly set of devil horns on your head. You soon break free and find the beautiful Princess Yorda in a hanging cage like a trapped bird. Your escape depends on

you solving puzzles and engaging in increasingly more difficult battles against the Shadowmen, wispy apparitions in the form of spiders, demons and birds. The fights are made more exciting by the added pressure of protecting Yorda. Leave her in their clutches for too long and she'll be dragged off.

Cinematic to the last, *Ico* is blessed with the most touching final half hour you'll find, complete with a melancholic end. Tears might just enter the corners of your eye, they did ours. ■



Save me!: Yorda is the most delicate, fragile being you'll ever meet in a game

VERDICT

Official UK
PlayStation
Magazine

OVERALL

A spellbinding revelation and a game to savour



EXCLUSIVE THIS MONTH...

Get to grips with our *Virtua Fighter 4* review and massive feature!

FOR MORE INFO ON PS2, CHECK OUT THE OFFICIAL UK PLAYSTATION 2 MAGAZINE. IN SHOPS **NOW**

REVIEWS

Virtua Fighter 4
Star Wars: Jedi
Starfighter
Dynasty Warriors 3
Tiger Woods PGA Tour
State Of Emergency
Vampire Night
And more...

ON THE DVD

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Mike Tyson
Heavyweight Boxing
Vampire Night
And from the new
Platinum Range:
Dead Or Alive 2
Formula 1 2001

PLUS

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Endgame
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ISSUE 14 ON SALE MAR 22

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BETH DAVID LOUISE



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*May take up to 24hrs. Use any alpha-numeric telephone. Number of characters may be limited and fonts may vary.
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Calls cost £1.50 per minute / €1.90 per minute (Ireland). You must be 16 or over to use any of these services. Mobiles charges vary.

Services require a tone phone. Instant win competitions cost £5 and involve multiple choice questions and a game to decide the winner. If you do not wish us to use data to make further offers see website. For rules or winners' names, see our web site or send a SAE, partymob.com, PO Box 28 Northampton NN1 5DS Helpline: 0871 872 0404 (UK) 1850 928228 (Ireland). partymob.com is part of InfoMedia Services Limited



FEATURE

Game Over? No Way!



GAME OVER? NO WAY!

Want to buy or sell second-hand games without getting ripped off? Dodge the Del Boys with our essential guide...



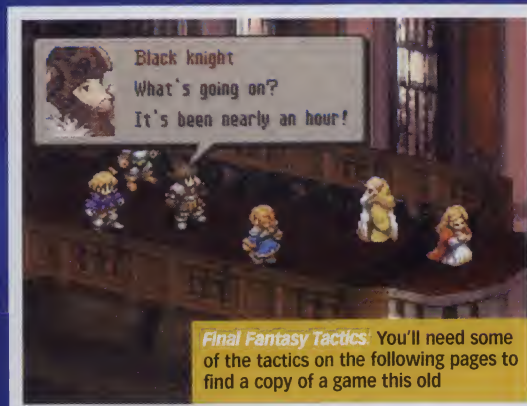
Not only are PlayStation games expensive, especially those that are any cop, most games have a limited life span too.

Sooner or later you're going to squeeze every secret out of *Resident Evil 3* and fancy a new challenge. Or the new, super-updated version of your fave game will come out and you'll find you're still sat there with an ancient relic you'd be better off taking to the *Antiques Roadshow* than wasting your time trying to finish.

Alternatively, you might have seen a game in The Knowledge that you just can't find new. Whatever your reasoning, you've still got an old game you don't want and a nasty little hole in your trouser pocket. So you want to see if you can get a copy of your next game for slightly less. And that's when you start looking at the second-hand market.

While you might think that *Driver* is way better than *Driver 2*, there are many people who disagree. So there are many people only too happy to get rid of their old games for a knockdown price so they can afford the sequel. But how do you find these people? And how do you know the copy of the game they're selling is going to work? *OPM* is here to guide you around the pitfalls of the second-hand market, so you can get the games you want at the prices you're prepared to pay...

Words: Steve Faragher and Jon Palmer



Final Fantasy Tactics: You'll need some of the tactics on the following pages to find a copy of a game this old

COLLECTOR'S EDITIONS AND RARITIES

Avoid the NTSC pitfall when buying imports – is the edition UK-friendly?

There are many titles and special editions of games that are available in Japan or the US but not here in the UK. We want them all. And we want them at a good price. But we also want to make sure that they're going to work when we get them.

If you're buying an import, make sure you get the PAL version,

not the NTSC one, because NTSC (National Television Standards Committee) games will not work on UK PlayStations.

Make sure you explain carefully to the seller that you live in the UK and that you have a PAL PlayStation. That way you have grounds for complaint if they sell you the wrong version.

READERS' HORROR STORIES

It looks like we're too late to help some of our readers. Don't let it happen to you

IMPORT NIGHTMARE

My dad got me a copy of *Dragon Ball Z* for Christmas. I was well chuffed because I know it's not available here in Britain. Imagine how gutted I was when the game didn't work. I know it's not a counterfeit copy, so what happened to my *Dragon Ball*? And why won't it work on my PlayStation?

Paul Cook, Doncaster

It sounds like you've got an NTSC version, Paul. It would work in Japan, but not on your PAL PlayStation. There's nothing you can do except maybe try to get your dad to sort out a refund.

SWINDLED OF SWINDON

I've been looking for a copy of *Quake II* for ages, so I was really happy when I found one at my

local car boot sale. The cover was a bit tatty, but the disc looked OK. But when I got it home it didn't work and my brother said it was a pirated copy. I went back to the car boot sale the next Sunday, but the bloke who sold me the game wasn't there. What can I do to get my money back?

Stacey Sanchez, Swindon

Not much, especially if you can't find him. Even if you do see him again, he doesn't sound like the sort of gentleman who'd hand you

back your cash without an argument. As he's not a recognised trader, the law can't really help you either.

MONKEYING ABOUT

You say that *Ape Escape* is a brilliant game, but I can't find it anywhere. I'd love to buy a copy. What do you suggest?

Bobby Gadrew, Dunfermline

Try some of the websites that we recommend, or place an ad in your local free paper. On www.gamestation.co.uk we found a copy for £7.99!



http://www

Worldwide shopping. The Net is great for finding budget titles, but not so hot for buying used games

WEBSITES

Find a game at the right price using the Net's most popular trading posts

There are very few second-hand games websites that we'd give time to. Most of those below are handy for finding bargain new games. Gamestation and eBay have large second-hand sections.



TRADING PLACES

So you don't want to shell out for full-price games in the shops. Where do you go instead?

HIGH STREET SALES

On the high street, you get the personal touch. You can see the goods you're buying before you pay for them and you can meet the person who's selling them to you. If your hot new copy of *Tony Hawk's Pro Skater 3* doesn't work, you can just take the faulty disc back and ask for another copy. And don't let them give you any nonsense. If the game you bought was faulty when you bought it, and you have informed the shop within a few

days, you are entitled to a replacement copy – or a refund if you prefer. What could be simpler?

Of course, if you happen to live in the bum-end of nowhere, you don't have time to wade through the shopping crowds or you're not rich, you might want to avoid shopping on the high street altogether.

Ease ★★
Price ★
Reliability ★★★

PRIVATE SALES
You might see a hand-written

advertisement on a noticeboard, in a corner shop window, or in a free ads newspaper. You might find a wonderful new stall at a car boot sale with games falling off the table.

You should be able to find loads of bargains in all these places, but buying privately is fraught with danger. If the person selling the games is not a registered trader – and they're probably not – your statutory rights are affected (see *Know Your Rights* on page 108).

This means it will be very difficult to get your money back if there's a problem with the game. So before you buy, check that it works and check also that it's not a fake (see *How To Spot A Fake* on page 109).

Ease ★★
Price ★★
Reliability ★

INTERNET SALES

The Internet gives you access to many

"Buying games privately is fraught with danger"



ELECTRONICS BOUTIQUE

www.eb.uk.com

There are no second-hand games available online although the company does offer them in its UK stores. However, this site is still a good place to check out prices and make sure you're getting value for money.

GAMESTATION

www.gamestation.co.uk

With plenty of shops on the high street and an excellent website with a good stock of second-hand games,

Gamestation is a good, safe bet for buying used games.

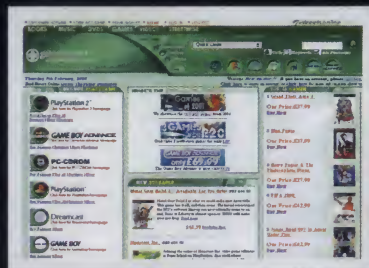
GAMESSTREET

www.gamesstreet.co.uk

Gamesstreet is a standard online games store, similar to the Electronics Boutique, however if you click to www.xchangestreet.infront.co.uk/ you'll find that the site also hosts a nifty second-hand service.

THE GAME ZONE

www.thegamezone.co.uk



Another good website for new games, and with some great online-only bargains. It's well worth checking out, as you may find you can get new games cheaper here than you can second-hand.

EBAY

<http://listings.ebay.co.uk/aw/plistings/list/category16153/index.html>

An auction site with hundreds of second-hand PlayStation games on offer. The only difficulty is finding exactly the game you want when you want it. If you're more flexible, you will find a bargain.



more retailers than any high street, and this means you can go much further in your hunt for a bargain price (see The Knowledge Top 40 on page 110 for an idea of the savings you can make online). However, there are a number of drawbacks you should be aware of.

First, you must make sure that you are actually going to receive the goods you have paid for, as there are some people who will try to take a few quid off you for a game they have absolutely no intention of sending.

Second, you won't know until you receive the game whether it's a genuine copy or a fake, so only buy from reputable outlets and make sure you know how to get in touch with the company if there's any problem with the delivery of your game.

And remember, just because you have accepted the game from the postman doesn't mean you have legally accepted it (see Know Your Rights on page 108).



Ease: ★★
Price: ★★
Reliability: ★★

SWAPPING

Your mate has got a game you want and you've got one she wants. This is a simple problem to overcome, as you can just swap them. But make sure that both of you are getting what you expect. Don't try to palm someone off with a disc that won't run, and make sure the other person is not trying any similar funny business with you.

The same goes for people you don't know. You don't want to get a reputation for doing a bad deal; it would mean you lose out on any swaps in the future.

Rather than just swapping discs untried, take time to invite the seller over to your pad, or pop round to their house and give the disc a spin before you trade. You might save yourselves a few arguments.

Ease: ★★
Price: ★★
Reliability: ★★



Fair trade: Don't try to swap a duff disc - you wouldn't want to end up upsetting a bloke like this



KNOW YOUR RIGHTS

As you weigh up that tempting second-hand deal, be sure to know the law...



When you buy a game from a trader in the UK – anyone from Harrods to your local market stall – you have statutory rights. These state that the game you buy must be:

→ A SATISFACTORY QUALITY

It must work, although while you can still expect a second-hand game to work perfectly, you cannot expect its packaging to be in perfect condition.

→ FIT FOR ITS PURPOSE

As long as you explain to the trader exactly what type of console you have, they must sell you a version of the game that will work on your console.

→ AS DESCRIBED

It must be what it says it is. If you open your copy of *Pro Evolution Soccer* to find *Junior Sports Football* inside, you are entitled to your money back.

You have the same rights if you buy the game in a sale – so beware of traders with signs that say “No refunds on sale goods”. You also have the same rights even if you’ve lost the receipt, though this is good evidence of where and when you bought the game.

And remember, you always have the right to a full refund on faulty goods; you do not have to accept a replacement or credit note if you don’t want to.

When you buy privately – from a mate, a neighbour or from a car boot sale – you have fewer rights. And you

HOW TO COMPLAIN

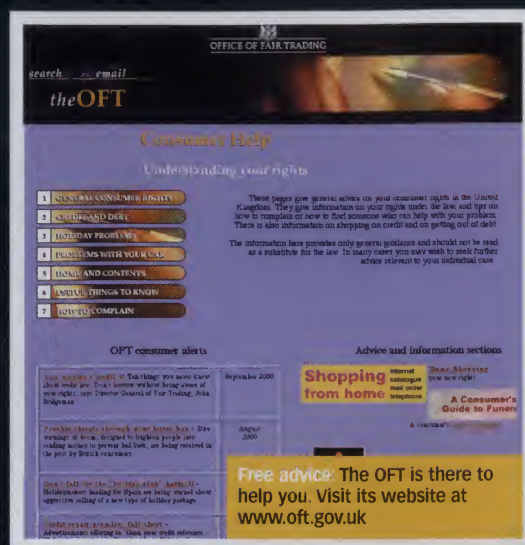
If there’s something wrong with your game, tell the person who sold it to you within the first few days. You will lose your statutory rights once you have legally accepted the game – which means after you’ve had it long enough to check you’re happy with it. If you can’t get to the shop, phone them, tell them what’s wrong and get the name of the person you speak to. If the game was a present, ask the person who bought it to take it back, as they have rights, not you.

have even less protection if you simply change your mind. If it’s you who’s done the damage, you’re on very thin ground indeed.

The Office of Fair Trading (see right) can give you more advice on your statutory rights.



“You can still expect a second-hand game to work perfectly”



THE OFFICE OF FAIR TRADING

When you feel cheated and all else has failed, call in the heavies...

The Office of Fair Trading (OFT) is there to protect your consumer interests by ensuring that businesses are fair and competitive. It is an independent professional organisation and believes that markets work well when businesses are in “open, fair and vigorous competition with each other for the consumer’s custom”.

It’s a free market thing. The idea is that people aren’t going to try to give you a bad deal when they know you always have the option of going to the next shop and buying the same thing there for a better price.

THE OFT OPERATES IN THREE AREAS:

→ COMPETITION ENFORCEMENT

It ensures there is strong and fair competition in the marketplace so that consumers get the best guarantee of choice and value.

→ CONSUMER REGULATION ENFORCEMENT

The OFT protects your consumer rights, against those nasty little people who would take your money off you without giving you what you asked for in return.

→ MARKETS AND POLICIES INITIATIVES

It investigates markets (such as the second-hand PlayStation game market) to see how they work and how they might work better in the interests of the consumer.

You can find out more at the OFT’s website, at www.offt.gov.uk or from its local-rate helpline, on 08457 224499.

ELPSA AND PIRACY

That disc in the photocopied CD sleeve may look great for a fiver, but the game will probably degrade after a few hours...



Let's say you want a new game but you don't want to pay £30. Supposing you decide to buy a counterfeited copy, for a fiver.

Is it a bargain? You might think so, but what can you do if your game doesn't work? Take it back? No chance, mate. Check it before you buy? Not good enough either, as publishers are now building security devices into their software that make illegal copies degrade after a few hours of play. Just imagine... you're

playing *LMA Manager 2002* and you've won your first three games of the season, when suddenly the entire club disappears.

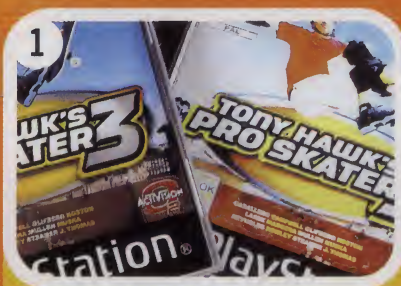
ELSPA (The European Leisure Software Publishers' Association) reckons pirate CDs have lost the UK games industry three billion pounds. Games piracy threatens the existence of development and publishing houses and, without them, you don't get more games.

If you think you've bought a fake, call ELSPA, confidentially, on freephone 0800 555 111. You may even get a reward.



HOW TO SPOT A FAKE

Check for these five tell-tale signs to help you avoid counterfeit games



1 → Start with the cover packaging and look for shoddy printing. Is the picture straight? Is it a photocopy? If the cover is a copy, the disc inside probably is too



2 → Look at the writing. Is it written in English? Is it a PAL version? If it's not the same as the one on the high street – in every way – you should be suspicious



3 → PS1 discs are black polycarbonate and they are always black on the underside. If yours isn't, then it's counterfeit. PS2 games are blue (CD-ROM) or silver (DVD)



4 → PlayStation discs are non-recordable. If the disc you are looking at is recordable then that is exactly what someone has done. It's a fake



5 → Look at the box cover again and you should see a hologram in the corner. No? Look more carefully. No? Alarm bells should now be ringing in your ears



THE KNOWLEDGE TOP 40

We've hunted high street stores and websites and picked the best bargains



Our table gives you a rough idea of the prices being asked for second-hand games. We tracked down 13 top games at

less than half their high street prices. The best buys were *WWF Smackdown 2* at one third of its new price and both *V-Rally 2* and *Colony Wars: Vengeance* at a quarter of the usual charge.

Game name	High street price (new)	High street price (second-hand)	Internet price (new)	Internet price (second-hand)
<i>Quake II</i>	19.99	8.99	13.99	9.99
<i>Alien Resurrection</i>	19.99	13.99	18.99	11.99
<i>Time Crisis</i>	19.99	9.99	18.99	12.99
<i>Colony Wars: Vengeance</i>	29.99	11.99	9.99	7.99
<i>Medal Of Honor</i>	19.99	11.99	15.99	9.99
<i>ISS Pro Evolution 2</i>	29.99	14.99	28.50	16.99
<i>Tony Hawk's Pro Skater 2</i>	19.99	10.99	18.99	10.99
<i>Everybody's Golf 2</i>	19.99	11.99	23.50	14.99
<i>Anna Kournikova's Tennis</i>	9.99	4.99	8.99	7.49
<i>NFL Blitz 2000</i>	9.99	6.99	9.99	6.99
<i>Gran Turismo 2</i>	19.99	13.99	13.99	9.99
<i>TOCA: World Touring Cars</i>	19.99	11.99	18.99	11.99
<i>Colin McRae Rally 2.0</i>	19.99	13.99	15.99	11.99
<i>Formula One 2001</i>	29.99	18.99	23.50	14.99
<i>V-Rally 2</i>	19.99	6.99	7.99	4.99
<i>Driver</i>	9.99	6.99	7.99	4.99
<i>Grand Theft Auto</i>	9.99	6.99	9.50	6.99
<i>Rollcage Stage II</i>	19.99	10.99	13.99	9.99
<i>World's Scariest Police Chases</i>	24.99	15.99	23.50	17.99
<i>Wipeout 3: Special Edition</i>	9.99	6.99	18.99	14.99
<i>Metal Gear Solid</i>	19.99	10.99	15.99	9.99
<i>Tomb Raider</i>	9.99	6.99	7.99	4.99
<i>Resident Evil 2</i>	9.99	6.99	15.99	7.99
<i>Silent Hill</i>	19.99	10.99	15.99	13.99
<i>Syphon Filter 2</i>	19.99	11.99	14.99	12.99
<i>Ape Escape</i>	19.99	10.99	14.99	7.99
<i>Abe's Exoddus</i>	9.99	5.99	13.99	6.99
<i>Spider-Man 2</i>	24.99	15.99	21.99	19.99
<i>Spyro 2</i>	19.99	11.99	14.99	13.99
<i>Crash Bandicoot 3</i>	19.99	11.99	18.99	14.99
<i>Tekken 3</i>	16.99	13.99	18.99	12.99
<i>WWF Smackdown 2</i>	29.99	13.99	15.99	9.99
<i>Tekken 2</i>	19.99	11.99	15.99	7.99
<i>Soul Blade</i>	9.99	6.99	9.50	6.99
<i>Street Fighter Alpha 3</i>	9.99	6.99	9.50	7.99
<i>Micro Machines V3</i>	9.99	6.99	9.50	4.99
<i>Crash Team Racing</i>	19.99	9.99	14.99	11.99
<i>Worms Armageddon</i>	9.99	6.99	9.50	7.49
<i>Bust-A-Move 2</i>	9.99	6.99	9.50	6.99
<i>Music 2000</i>	9.99	5.99	7.99	7.99

Thanks to Eplay of Bath, Bristol, Cheltenham, Finchley, Southampton and Staines for help with providing second-hand prices

Please note that prices are given only as a guide and may fluctuate



Don't be fooled. Check your new game works nice and quick if you want to keep your rights

THE GAMES WE'D GET

How much? Lured by our price list, gamers at OPM's office down tools...



"I want to get a copy of *Tomb Raider* to replace mine, which got trodden on by a blimpy mate, as I still think the original is the best. I want to be sure it works though, so I'm prepared to stump up a tenner for it on the high street."

Steve Faragher
OPM contributor and sad old git



"Without doubt *Tekken 3*. After years of constant two-player beatings, my copy won't get past the loading screen any longer. My friends don't come round anymore, my girlfriend left me. Sob... need Yoshimitsu and friends again."

Nick Ellis
Lonely games reviewer



"I'd go for *Quake II* as I've finally found some crazy freaks who are prepared to be my friends. Blasting their body parts all over the screen is strangely alluring and I haven't had the pleasure for quite some time."

Mike Jenkins
Record pie-eating writer of all things gaming



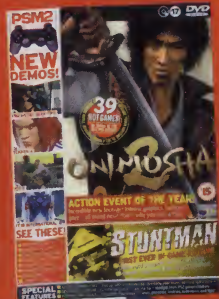
"I've been trying to get my hands on *Gran Turismo 2* for a while now - but I wasn't gonna fork out full whack for it when I haven't got all my licences on the first version yet!"

Daniel Vincent
Death-metal driver and designer



"Oh I'd get *Music 2000* and compose a new Leeds anthem. I'm in love with Leeds. We are L-L-Leeds, we are Leeds, Leeds, L-L-L..." (At which point Karl throws down his joypad and picks up his crayons.)

Karl Jaques
G-G-areth Gates lookalike and Leeds fan



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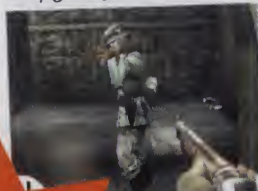
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TONED UP

TONES AND PICTURES

New Arrivals

37683 - Enrique Iglesias	Hero
37685 - Pink	Get The Party Started
37682 - A1	Caught In The Middle
37686 - Britney Spears	Overprotected
37684 - Puretone	Addicted To Bass
37687 - George Harrison	My Sweet Lord
37666 - Daniel Beddingfield	Gotta Get Thru This
37674 - Sophie Ellis Bextor	Murder on the dancefloor
37673 - Stereophonics	Handbags and Gladrags
37678 - Samantha Mumba	Lately
37677 - Ian Van Dahl	I Will I
37667 - PPK	Resurrection
37676 - Robbie & Nicole	Something Stupid
37679 - Backstreet Boys	Drowned
37680 - S Club 7	Have You Ever
37665 - Riva	Who Do You Love Now
37624 - Kylie	Can't Get You Out of My Head
37622 - DJ Otzi	Hey Baby
37637 - Michael Jackson	You Rock My World
37661 - Steps	Have I Ever
37668 - Hearsay	Everybody
37672 - Sum 41	In Too Deep

Classics

37042 - Brookside	Tequila
37044 - Champs	Final Countdown
37085 - Europe	Final Countdown
37396 - Monty Python	Are Friends Electric
37426 - Roobarb and Custard	Don't Worry Be Happy
37350 - Gary Numan	Are Friends Electric
37483 - The Entertainer	Don't Worry Be Happy
37032 - Bobby McFerrin	Don't Worry Be Happy
37017 - Auld Lang Syne	Don't Worry Be Happy
37156 - Postman Pat	Don't Worry Be Happy
37060 - Dambusters	Don't Worry Be Happy
37005 - Abba	Dancing Queen
37401 - National Anthem	Wonderful
37084 - Eric Clapton	Wonderful

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GAME OVER

See You Next Month...

This month's gaming travel guide turns the red light on Midgar's town of dubious pleasure... the infamous Wall Street

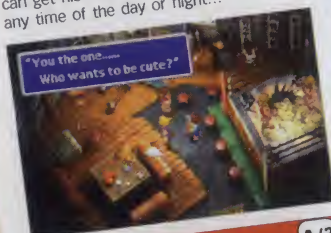
FINAL FANTASY VII



HOTEL 'KALIPORNIA'

I/6

A nice well turned out hotel for the weary. Although, we were a tad surprised to see displayed in the main foyer a vending machine sporting male accessories! That said, the manager is very accommodating and insists that he can get his client anything they want at any time of the day or night...



GYM

A/3

Visiting interesting cities often leads to overindulgence and the gaining of a few unwanted inches. In Wall Street you can pound away at your flab in the local gym. Keep an eye out though, for the camp-looking men pumping iron. Ooh check out those muscles!

CLOTHES SHOP

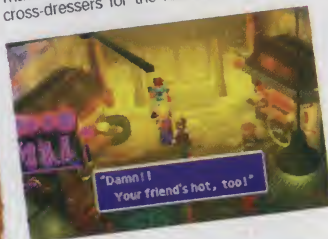
B/6

With all these dodgy activities on offer, you'll want a nice pair of strides to pose in. Apparently, the proprietor is especially adept at making women's dresses for the hairier sex - men. Then again, he is an alcoholic.

DON CORNEO'S MANSION

A/4

An arranged night-pass into the local celebrity's mansion is unlikely unless you're a bit of a stunner with little taste and even less morals. Not the most subtle of chaps, he's only interested in one thing, the human version of Pong! That said, he's been known to mistake cross-dressers for the real thing.



SUSHI BAR

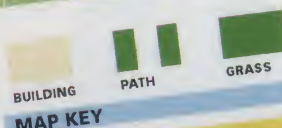
G/6

Partaking in the 'interesting' nightlife of the town, means you'll need somewhere to replenish your strength. A touch of fish is the order of the day in this sushi bar and they even throw in tickets that'll get you beauty products at the pharmacy. In other words, eat our food then naif off you ugly git!

HONEY BEE INN

L/1

Unlike the rest of Wall Street, this whorehouse owns up to what it is - a retreat for those who can't pull for toffee and are uglier than Quasimodo, - the only stipulation is that you've plenty of cash and are willing to part with it for the attentions of a female with the morals of a hoola hoop (loose around the hips).



YOU WOULD LIKE IT IF...

- You're totally inept at pulling the fairer sex
- You like stepping into a dress or two on the odd occasion
- You're the Cheats Daddy

YOU WOULDN'T LIKE IT IF...

- Your missus was tagging along
- You spotted your mum
- You have more morals than money

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PLAYSTATION

A = 01
A Bug's Life
Abe's Exoddus
Ace Combat 3
Action Man Dest. X
Air Combat
Aladdin: Nasira's Rev.
Alex F's Play Man 2001
Alien Resurrection
Alien Trilogy
Alone in the Dark 4
Alundra
Alundra 2
Amerzone
Ape Escape
Apocalypse
Army Men 3D
Army Men: Land Sea Air
Army Men: Lock & Load
Army Men: Omega Sold.
Army Men: World War
Atlantis

B = 02
Battle Tanx Global Assault
Blade
Breath of Fire 3
Breath of Fire 4
Brian Lara Cricket
Broken Resurrection
Broken Sword 1
Broken Sword 2
Bugs & Taz: Time Busters
Bug's Life

C = 03
C&C: Red Alert
C&C: Retaliation
C-12 Final Resistance
Champ. Man. Quiz
Chase the Express
Chicken Run
Civilisation 2
Colin McRae Rally
Colin McRae Rally 2
Command & Conquer
Constructor
Crash Bandicoot
Crash Bandicoot 2
Crash Bandicoot 3
Crash Bash
Crash Team Racing
Crusaders of M&M

D = 04
D Mirra BMX: Max Remix
D. Nukem: L. of Babes
D. Nukem: Time to Kill
Dave Mirra BMX
David Beckham Soccer
Die Hard Trilogy
Digimon Digi. Card Bat.
Digimon World
Digimon World 2
Dino Crisis
Dino Crisis 2
Discworld Noir
Disworld 2
Dino Crisis
Doom
Dracula Last Sanctuary
Dracula Resurrection
Dragonball Z
Dragonball Z: Final Bout

Driver
Driver 2
Ducati World
Duke Nukem
Dukes of Hazzard
Dune

E = 05
Eagle One Harrier Alt.
ECW Anarchy Rulz
Evil Dead
Exhumed

F = 06
FA P. Lgue Fball Man. 00
FA PL. Fball Man. 2001
FA Premier League Stars
Fade to Black
Fear Effect
Fear Effect: Retro Helix
FIFA 2000
FIFA 2001
FIFA 2002
FIFA 99
Fighting Force 2
Final Fantasy 7

Final Fantasy 8
Final Fantasy 9
Fisherman's Bait
Future Cop LAPD

G = 07
Galerians
Gauntlet Legends
G-Police
Gran Turismo
Gran Turismo 2
Grand Theft Auto
Grand Theft Auto 2
Grinch
GTA: London 1969
Gundam Battle Assault

H = 08
Hard Edge
Harry Potter
Harvest Moon
Hercules
Hidden & Dangerous
Hogs of War
Hydro Thunder

I = 09
In Cold Blood
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job

J = 10
J.Bond: Tom. Never Dies
Jade Cocoon
James Bond: 007 Racing
James Bond: TWINE
Jedi Power Battles
Jimmy White's 2: Cueball
Jonah Lomu Rugby
Jurassic Park: Lost World

K = 11
Kick Off 2002
Knockout Kings 2001
Koudelka

L = 12
Legacy of Kain
Legend of Dragoon
LMA Manager 2001
LMA Manager 2002
Loaded

M = 13
Marian Gothic
Mat Hoffman's BMX
Medal of Honor
Medal of Honor Underg.
MedEvil
MedEvil 2
Men in Black
Men in Black: Crashdown
Metal Gear Solid
Mickey's Wild Adventure
Mission Impossible
Monkey Hero
Monsters Inc
Monster Rancher
Mortal Kombat Trilogy
Mummy

N = 14
NBA Live 2002
Nightmare Creatures
O = 15
Overblood 2

P = 16
Pac Man World
Parasite Eve 2
Player Manager 2001
Populous: The Beginning
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Prince Naseem Boxing

Q = 17
Quake 2

R = 18
Rainbow Six
Rayman
Rayman 2
Ready 2 Rumble Boxing
Ready 2 Rumble Round 2
Reel Fishing 2
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: Survivor
Road Rash Jailbreak
Rogue Spear
Ronin Blade

S = 19
Shadowman
Sheep, Dog & Wolf
Silent Bomber
Silent Hill
SimCity 2000
Simpsons Wrestling
Sky Sports Football Quiz
Smackdown
Smackdown 2
Soul Reaver
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon

T = 20
Tarzan
Technomage
Tekken 2
Tekken 3
Tenchu 2
Tenchu: Stealth Assassins
The Italian Job
The Mummy
The Simpsons Wrestling
The World is Not Enough
Theme Hospital
Theme Park World
Thrasher Skate & Dest
Time Crisis
Time Crisis: Project Titan
TOCA Touring Cars
TOCA Touring Cars 2
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5 Chronicles
Tombs 2
Tomorrow Never Dies
Tony Hawk's Pro Skater
Tony Hawk's Pro Skater 2
Tony Hawk's Pro Skater 3
Toy Story 2
Tunguska

U = 21
UEFA Striker
Urban Chaos
Vagrant Story
Vampire Hunter
Vanishing Point
V-Rally 2

W = 23
War Hammer: Horn. Rat
Warzone 2100
WCW Backstage Assault
WCW Mayhem
Weakest Link
Who Wants 2BA Million.
Wing Over 2
World Champ. Snooker
World Is Not Enough
World's S. Police Chases
Worms
Worms Armageddon
Wu Tang:Taste the Pain
WWF Attitude
WWF Smackdown
WWF Smackdown 2
WWF War Zone

X = 24
X-Files
X-Men Mutant Academy 2
O = 27
007 Racing
007 World is not Enough

A = 01
Ace Combat 4
Age of Empires 2
Agent Under Fire
Airblade
Alex F's Player Manager
Alone in the Dark 4
American Pro Truck
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
ATV Off-Road Fury

B = 02
Baldur's Gate
Batman Vengeance
BIG: SSX Snowboarding
BIG: SSX Tricky
Bloody Roar 3
Bond: Agent Under Fire
Bouncer
Burnout

C = 03
CAPCOM vs SNK 2
City Crisis
Code Veronica X
Crash Bandicoot
Crazy Taxi
Cricket 2002

D = 04
Dare Devil
Dark Alliance
Dark Cloud
Dark Summit
Dave Mirra BMX 2
Dead or Alive 2
Devil May Cry
Disney's Dinosaur
Donald Duck: Quack Att.
Driving Emotion Type-S
Dynasty Warriors 2
Dynasty Warriors 3

E = 05
Eighteen Wheeler
Ephemeral Phantasia
Escape Monkey Island
ESPN Int. Track & Field
Eternal Ring
Evergrace
Evil Twin
Extermination
Extreme G 3

F = 06
F1 2001
F1 Champ. Season 2000
FIFA 2001
FIFA 2002
Final Fantasy 10
Formula 1 2001
Four by Four Evolution
Fur Fighters

G = 07
Giants: Citizen Kabuto
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo

H = 08
Half Life
Harry Potter
Headhunter
Herdy Gerdy
Heroes of Might & Magic
High Heat Baseball '02
I = 09
Int. Super Soccer
ISS Pro Evolution
J = 10
J Bond: Agent Under Fire
Jak & Daxter
Jeremy McGrath
Just Bring It

K = 11
Kengo: M. of Bushido
Kessen
Klonoa 2
Knockout Kings 2001
L = 12
L. of Kain: Soul Reaver 2
Le Mans 24 Hours
Legends of Wrestling
Lego Racers 2
Lotus Challenge

M = 13
Madden NFL 2001
Madden NFL 2002
Marian Gothic
Max Payne
MDK2
Metal Gear Solid 2
Midnight Club
Monkey Island (Escape)
Monsters Inc.
Moto GP
Moto GP 2
MTV Music Generator 2
Mummy Returns
MX 2002
MX Rider

N = 14
NBA Hoopz
NBA Live 2002
NBA Street
NHL 2001
NHL 2002
O = 15
Off Road Wide Open
Oni
Onimusha: Warlords
OO7: Agent Under Fire
Operation Winback
Orphen

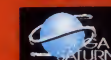
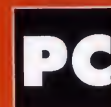
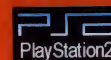
P = 16
Paris-Dakar Rally
Pro Evolution Soccer
Project Eden
Q = 17
Quake 3 Revolution
R = 18
Rayman 2
RC Revenge Pro
Red Faction
Resident Evil: Code V. X
Rez
Ridge Racer 5
Ring of Red
Road Race
Robot Wars
Rumble Racing

S = 19
S Palmer's Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Simpson's Road Rage
Sky Odyssey
Sky Surfer
Smackdown! Just Bring It
Smugglers Run
Smugglers Run 2
Soul Reaver 2
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Star Fighter
Street Fighter Ex 3
Summoner
Sunny Garcia: Surfing
Super Bombard Racing
Supercar St. Challenge
Surfing H30
Swing Away Golf

T = 20
T. Woods PGA Tour 2001
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Mummy Returns
The Simpsons: Road Rage
Theme Park World
This is Football 2002
Thunderhawk
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's Pro Skater 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Twisted Metal Black
Type-S: Driving Emotion

U = 21
Unreal Tournament
V = 22
Vampire Apocalypse
Victorious Boxers
W = 23
Wacky Races
Warriors of M & M
Weakest Link
Who Wants 2BA Million 2
Wild Wild Racing
Winback
Wipeout Fusion
World C Snooker 2002
Wrath of Cortex
WRC World Rally Champ.
WWF Smackdown 3

X = 24
X-Squad
Xtreme G3
Z = 26
Zone of the Enders
O = 27
007 A. Under Fire



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